

LOCK 'N LOAD TACTICAL SYSTEM

STARTER KIT

VERSION 4.1

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

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Introduction

For gamers, it's very difficult to know if a tactical game system is the right one for you. We feel that Lock 'n Load Tactical (LnLT) is one of the best tactical game systems out there; it's quick to learn, fun to play, and presents conflicts from the 1930s to the present. The idea behind this Starter Kit is to put our money where our mouth is and prove it. The LnLT Starter Kit gives you everything you need to try our tactical system and, in the process, turn you in to a fan as well.

We used the World War II Era rules as the base guide for the LnLT System. The World War 2 Era rules are fully compatible with our Modern Era system—only the game tables are different. All system rules are provided not including the armor section of the rules in our Starter Kit. Some of the rules provided are not used with the scenarios included, such as Satchel Charge, Stealth movement, Scout, Armor leaders, M superscript units etc.

We provided these rules to give a full picture on our tactical system. Players can download FREE complete editions of both our World War II and Modern Era Rule Books at the links below. If that is not enough, there is a LnLT Game Play Walkthrough that uses this Starter Kit to walk you through the game step by step, playing out a scenario.

World War II Era Core Rules:

<http://forums.lnlpublishing.com/resources/lnt-world-war-ii-era-core-rules-final.94/>

Modern Era Core Rules:

<http://forums.lnlpublishing.com/resources/lnt-modern-era-1960-present-core-rules-final.88/>

LnLT Walkthrough:

<http://forums.lnlpublishing.com/resources/lnt-game-play-walkthrough.123/>

Any notable changes from the previous versions of the rules (v3.1 and earlier) will be presented in **BLUE** text. These rules can be used with previously published modules.

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1.0 General Concepts

1.1 SCALE & COUNTERS

Each hex is 50 meters wide. Multi-Man Counters (MMCs) include Squads, Half-squads, vehicle Crews, and Weapon Teams.

A Squad represents 8-12 men and is depicted by a 5/8" counter displaying two men. A Half-squad or Crew represents 4-6 men and is depicted by a 5/8" counter with one man on it.

A Weapon Team (WT) represents 3-5 men and a heavy weapon, and is depicted by a 3/4" counter showing the weapon and two men.

A Single-Man Counter (SMC) represents a single man or woman, and is depicted by a counter displaying an individual or—in the case of Leaders—a face.

Support Weapons (SWs) are individual weapons that must be fired by a Squad, Half-squad, Crew, or eligible SMC.

Vehicles and Fixed-wing Aircraft are on a 7/8" counter and represent a single vehicle or aircraft.

Turns represent 2-4 minutes.

1.1.1 Squad Designations



As the Lock 'n Load Tactical (LnLT) system has grown, so has the number of Squads (and Half-squads) the system portrays. Thus, in a scenario's Order of Battle (OOB), Squads and Half-squads are delineated in the following manner: Firepower (FP) - Range - Movement - Morale and Shaken Morale (if different), e.g., the US Airborne Squad guarding these words is a 2-5-4-6.

1.2 DICE

The game uses a pair of six-sided dice. 1d6 means one die is rolled. 2d6 means two die are rolled.

1.3 STACKING

Each side can have up to three Squads (or their equivalent), two vehicles, and two SMCs in a hex. Each vehicle/aircraft Wreck marker counts as one vehicle for stacking. One Weapon Team or two Half-squads/Crews are the equivalent of a Squad. Fixed-wing aircraft do not count toward stacking limits. Only one Wreck marker can occupy a hex.

Some terrain types modify the stacking limit in a hex; others, such as Multi-level Buildings and Bunkers create the existence of a second hex within a hex, with its own stacking limit.

Not all vehicles can enter (attempt to Rubble) all Buildings. Consult the Terrain Effects Chart (TEC) for details. Vehicles, obviously, cannot occupy the second story of a Multi-story Building or set up in a Building.

These stacking limitations apply at ALL TIMES—unless otherwise stated in a scenario's special rules.

Example: *A player cannot move units through a hex if the sum of the moving and stationary units in the hex exceeds stacking limitations.*

For stacking purposes, units inside a vehicle are part of the vehicle, and cannot unload if their presence on the ground would exceed stacking limits; and they would be eliminated in case of a required bailout (16.1.1). You can always look at your opponent's stacks.

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1.4 HEXES

Unless otherwise noted in the scenario's special rules, the half-hexes along the edge of the Map are playable and have the same stacking limitations and movement cost as full hexes. The two joined half-hexes where Maps meet are considered a full hex.

The terrain surrounding a hex's center dot defines the level (elevation) and terrain type of the hex.

See the Terrain Effects Chart (TEC) for images and examples.

1.5 MORALE



In LnLT each unit has a Morale Rating in its upper right corner. A unit's Morale represents its training and willingness to fight. There are two Morale states in LnLT: Good Order (GO) and Shaken. GO units are cohesive, buff, and ready to fight. They are depicted by the front of the unit's counter.



Shaken units are frightened, timid, and disorganized. The back of the counter depicts this. Many things can shake a unit's confidence, but a poor result on the Direct Fire Table (DFT) is the primary instigator.

Morale Checks (MCs) are resolved by rolling 2d6. The dice are summed and modifiers applied. The only modifiers that can be applied to an infantry MC (including rallying attempt) are a Leader's Leadership Modifier (LM) and a -2 for being in a hex with a positive Target Modifier (TM). If the result is equal to or less than the unit's Morale Rating, it passes the check; flip the counter from its Shaken side back to its GO side.

1.6 SUPPORT WEAPONS



Support Weapons (SWs) are 5/8" counters with the illustration of a weapon such as a machine gun, Bazooka, Flamethrower or Satchel Charge. They have no Crew and must be carried and fired by a MMC or eligible SMC. A Squad can carry up to two SWs, a Half-squad or Crew can carry one, and an eligible SMC can carry one SW but forfeits two Movement Points while doing so.

The unit directly above a SW possesses that weapon.

A Squad can fire one SW and retain its Inherent Firepower (IFP), or fire two SWs and forfeit its IFP. A Half-squad or Crew can fire one SW, forfeiting its IFP in the process.

Eligible SMCs can fire a SW, be it captured or friendly, but do so at half the SW's FP (fractions rounded up), or with a +1 DRM on the to-hit roll if the SW uses the OFT (Ordnance Fire Table). Two eligible SMCs crewing/firing a SW fire it without penalty (at full FP, no OFT DRM); both SMCs have to be in Good Order.

Heroes firing a SW forfeit their IFP. Medics/Corpsmen, Armor Leaders and Snipers cannot carry or fire SWs. Leaders that fire a SW forfeit all Leadership Modifiers, even in their own attack.

If a Squad carrying two SWs is reduced to a Half-squad, it must drop one SW of its owner's choice. If a unit carrying one or more SWs is eliminated, the SWs remain in the unit's hex.

SWs can be dropped or destroyed by a GO MMC or SMC in the Rally Phase (3.0); leave a dropped SW in the hex, remove destroyed SWs from the Map.

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During the Operations Phase (4.0), SWs can be abandoned by GO or Shaken units that exit a hex for any reason; leave an abandoned SW in the hex, and those that were assembled on their assembled side.

During the Rally Phase, GO MMCs/SMCs not locked in Melee can swap SWs. Dropped or abandoned SWs can be picked up either during the Rally Phase—and only by GO MMCs/SMCs that are not locked in Melee—or during the Operations Phase by a moving GO MMC/SMC at a cost of an additional 2 Movement Points (MPs).

Units can capture and use enemy SWs, but the first attack with a captured SW that fails to cause a Damage Check on the DFT or score a hit, if using the OFT, removes the SWs after the attack.

SWs that use the OFT cannot be fired from Buildings or Bunkers. Anti-Tank Rifles (ATRs) are exceptions to this rule.

1.6.1 Tripod Machine Guns



Machine guns shown with a tripod are special SWs. They cannot be moved when pictured with the tripod side up. Thus, units possessing a SW on its tripod side cannot move without abandoning their SW.



A GO MMC or SMC can flip the counter to its tripod/assembled or bipod/dismantled side during the Rally Phase unless the MMC or SMC is locked in Melee. A tripod machine gun's other side depicts either the machine gun in bipod configuration or dismantled. Either can be transported like any other SW. When units enter a scenario from off-board, their tripod weapons are either dismantled or in bipod mode. Shaken

MMCs/SMCs can dismantle—but not assemble—a tripod SW during the Rally Phase.

1.6.2 Jamming



Some SWs have the potential to jam and/or be damaged when firing. These SWs have a "J" superscript above its Firepower (FP). Whenever one of these machine guns is participating in an attack (not Melee) and the opposed die-rolls match (e.g., both players roll a 1), the MG jams.



Flip the MG to its "Jammed" side and subtract its FP from the attack. During the next Rally Phase, if the jammed MG is in the possession of a Good Order SMC or MMC, roll 1d6: if the result is a 1 (1-2 if the scenario takes place on a Map containing Sand), the MG is jammed for the remainder of the scenario; if the result is a 2-6 (3-6 if the scenario takes place on a map containing Sand), flip the MG over to its unjammed side. If more than one jam-potential MG is attacking, only one, determined randomly by the owning player, jams.

1.6.3 Flamethrowers & Satchel Charges



Flamethrowers are unique SWs that have three special capabilities: they can be used in Melee (8.0), they can cause targeted units to retreat, and they can be used in Close Assault (17.1). If a Flamethrower, or a multiple-unit attack that includes one, Shakes an enemy unit when firing on the DFT, the Shaken enemy unit must retreat one hex.

The retreat must increase the distance between the retreating unit and the unit conducting the Flamethrower attack.

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The retreat cannot reduce the distance between the retreating unit and any other enemy unit in the retreating unit's LOS. Retreating units are marked with a Moved marker and may trigger Opportunity Fire. If the unit has no hex into which it can legally retreat, it is eliminated.



A Satchel Charge is a rucksack stuffed with TNT. It can be used in Melee (8.0), thrown into an adjacent hex, or used when Close Assaulting a vehicle (17.1).

Satchel Charges are used once and then removed from the Map. Satchel Charges can be used by any unit that is eligible to use a SW.

Leadership does modify Satchel Charge attacks unless the Leader himself is using the Satchel Charge. Satchel Charge attacks do not receive any other DFT attacking unit's die-roll modifications, and its FP is never halved when used by an eligible SMC. Resolve the Satchel Charge attack as you would any other SW.

Example: If a 2-6-4-6 Squad throws a 6-FP Satchel Charge into an adjacent hex it would attack the hex with a FP of 6. On the other hand, if the same Squad fires its IFP into the adjacent hex AND throws the Satchel Charge, it would attack the hex with 10 FP (2 for its IFP + 2 for firing its IFP at an adjacent hex + 6 for the Satchel Charge).

1.7 WEAPON TEAMS



Weapon Teams (WTs) are MMCs that represent heavier or more specialized weapons along with their crew. They are on 3/4" counters that

show the crew firing the weapon, such as a heavy machine gun, anti-tank gun or mortar.

The crew manning these weapons often represent the best soldiers in the company and hence have better Morale, can Self-Rally (SR), and possess other unique advantages. WTs cannot be carried or fired by other units, but have their own Movement Factor (MF) and IFP or HE-equivalent, depending on weapon type. Non-MG Weapon Teams marked with a gun size greater than 13mm cannot set up in or enter Buildings (Huts, Stone/Heavy Construction and Wooden/Light Construction Buildings), or cross hexside terrain. WTs cannot possess or fire SWs.

WTs cannot enter Melee. If engaged in Melee, non-MG WTs defend with a nominal FP of one (1), and cannot counterattack. WTs depicting a MG can defend and counterattack with their full IFP. If a WT is eliminated, its weapon is considered destroyed and cannot be captured or re-crewed as SWs can.

To be clear, WTs depicting machine guns cannot enter Melee (i.e., move into a Melee hex), but can defend and counterattack with their full IFP.



WTs with a red arrow in the corner of their counter can only fire in the direction defined by the arrow, as explained in the section on ordnance (14.0). They need to change facing to fire at enemies outside their arc of fire. They can change facing within their hex at a cost of 1 MP per two vertices pivoted.

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During an impulse, all ordnance-firing WTs can rotate/pivot, up to their MF, and fire, which incurs a +1 penalty on the OFT—and is permitted when conducting Opportunity Fire (5.3) with the same +1 penalty—or they can face any direction after entering a new hex. Place a Moved marker on a WT that pivots and a Fired marker on one that fires or pivots and fires.

If a WT fires ordnance it has a boxed value next to its Morale; this is the HE-equivalent, and it's the Firepower the WT's ordnance (gun) uses to attack non-vehicle targets on which it has scored a hit. If "N x" precedes the HE-equivalent, "N" is the number of times the WT's ordnance can fire in its impulse.

A WT that can fire its gun more than once can fire its gun at more than one target in the same impulse but the targets must be in the same hex or an adjacent hex. WTs cannot Close Assault (17.1) vehicles.

WTs fire separately from other units in their hex, even when firing during the same impulse.

Some WTs (indicated in each module) cannot move. They use their MF to pivot within their hex, as described above. WTs cannot use Double-Time Movement (6.2) or Low Crawl (6.3).

1.8 EVENT MARKERS



Some scenarios include Event Markers. These markers, when activated, initiate special events (such as unexpected reinforcements, story-telling elements, etc.) that bring the scenario to life. There are two types of Event Markers in LnLT: Occupation and Line of Sight.



Occupation markers are activated when the side indicated in the scenario occupies the marker's hex. If no side is indicated, both sides can activate the marker. Line of Sight markers are activated when the side indicated in the scenario has a Line of Sight to the marker's hex.

When an Event Marker is activated, read the indicated paragraph from the scenario's Paragraphs section. No reading ahead—it spoils the fun!

2.0 Outline of Play

Each game turn consists of a Rally Phase, an Operations Phase, and an Administrative Phase.

In the Rally Phase, Shaken units can be rallied and Half-squads can be combined. Additionally, if there are no enemy units in a hex, eligible GO units can pick up dropped/abandoned SWs or swap SWs with other eligible GO units.

During the Operations Phase, the players alternate impulses. In an impulse, one hex and all the units in it can be activated to fire, move, lay smoke or any other unit-eligible action.

When activating a Leader, units not only in the Leader's hex but also in all hexes adjacent to the Leader's hex can be activated.

In the Administrative Phase, gamers clean the Map of irrelevant markers, including Fire for Effect, Moved, Assault Move, Low Crawl, Fired, Ops Complete, Smoke 2, Starshell, and Spotted markers. Smoke 1 markers are flipped to Smoke 2 markers.

3.0 Rally Phase

At the start of the Rally Phase (RP) each player rolls 1d6. The player who rolls highest has the initiative. Ties go to the player who had the initiative the previous turn.

The player with the initiative rallies any Shaken units. When he is finished with all rally attempts, the other player performs his rally attempts. Shaken Leaders rally first. Shaken units in the same hex with a Good Order Leader or Hero can attempt to rally by rolling less than or equal to their Morale with 2d6. Eligible Shaken units locked in Melee (8.0) can attempt to rally.

Leadership Modifiers (LMs) are subtracted from the die roll. Armor Leaders (11.5 and 15.4) can only rally the tank they are crewing. Units in terrain with a positive Target Modifier (TM), including those with hexside terrain like Walls, subtract two from their die-roll. (TMs are listed on the Terrain Effects Chart (TEC).)

Units without a GO Leader in their hex cannot rally. However, units in a hex with a Hero can attempt to rally; vehicles can always attempt to rally; and units marked with a SR can Self-Rally.

Leaders and Heroes can only rally units whose counters have the same background color and Identification Badge (IB, which is on the top left of counter) as the Leader or Hero (exception: Weapon Teams).

Note: For Leader rules, consider the words "color", "type" and "nationality" synonymous and interchangeable.

Weapon Teams and ALL SMCs, whether designated with a SR or not, can Self-Rally without a Good Order (GO) Leader or Hero. Good Order Leaders present in the hex can still apply their LM to the rally attempt. Each unit can only attempt to rally once per RP, but a Medic trying to flip a Shaken MMC/SMC to its GO side does not constitute a rally attempt. A just-rallied Medic can heal another unit in the same RP.

Half-squads can only be created by combat or provided in the scenario OOB.

Two GO Half-squads (not Crews) of the same type (same IB) can join to form a Squad if they are in the same hex as a GO Leader. The units cannot be locked in Melee.

Any GO MMC, excluding WTs, or eligible SMCs can pick up an unpossessed SW present in the hex if the hex contains no enemy units. Friendly GO units in the same hex can also swap SWs. Place a SW directly beneath a unit that possesses it. GO MMCs/SMCs can also flip a tripod/assembled SW to its bipod/dismantled side and vice-versa.

SWs can be destroyed in the RP by any GO MMC (but not WTs), Leader or Hero. Remove destroyed SWs from play.

4.0 Operations Phase

The Operations Phase consists of a number of impulses. During each impulse, the players take turns activating and controlling units or passing. The player with initiative goes first, then his opponent, and so on until the phase is complete.

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Once all units have either moved, fired, been marked with an Ops Complete marker, or after three consecutive passes (i.e., Player One passes, Player Two passes, Player One passes again), the Operations Phase ends and the Administrative Phase begins.

During an impulse, the active player can activate all or some of the units in a hex. If the activated hex contains a GO Leader (see 11.1), the player can also activate any units in adjacent hexes, with the following caveats. If an adjacent hex includes a Bunker or Cave, the adjacent Leader can only activate the units outside the Bunker or Cave.

If an adjacent hex is a Multi-story Building, the Leader can only activate the units on the same level as himself, unless the Leader is in the Building and chooses to activate the hex above or below himself.

In hexes containing a Bunker or Cave, Leaders outside the Bunker or Cave can activate their hex, the six surrounding hexes, and the units inside the Bunker or Cave. Leaders inside the Bunker or Cave can only activate the units inside the Bunker or Cave and in the hex containing it (i.e., outside the Bunker or Cave).

Leaders cannot activate vehicles that are in an adjacent hex; and Armor Leaders (11.5) cannot activate MMCs/SMCs in adjacent hexes.

Each activated unit in a hex can either move or shoot (not both, except in the special case of Assault Move or Stealth Movement) or perform any other unit-eligible action. Not all units in a hex need to perform the same function, but all firing units within a hex that are

activated in the same impulse must engage the same target.

There is, however, an exception. SWs with to-hit tables on the back of their counters (such as Bazookas, ATRs, etc., must either fire separately (i.e., not adding their Firepower in with any other units targeting the same hex, but rather by making an entirely separate roll) or fire at another target altogether. They still must fire during the same impulse as the unit possessing them.

Support Weapons cannot activate separately from the unit that possesses them.

Example: *A Squad might activate to fire its SW, a machine-gun with a FP of 2, at an enemy out of the range of the Squad's IFP. Even though the Squad does not fire separately from the SW during this activation, it cannot subsequently activate again until the next turn.*

All moving units that begin their move in the same hex and are activated in the same impulse must move together. Note that when units in a hex are activated together, some may move and some may fire, but those that fire must do so together (following the special rules for SWs noted above) and those that move must also do so together. All units in a hex, however, are NOT required to activate in the same impulse.

Example: *A player activates a hex with three Squads, but only moves one Squad, hoping to draw fire from the enemy unit at the end of the street. Because he neither moved nor fired the remaining two Squads, he can activate them in another impulse.*

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Moving through a hex occupied by other units does not force them to accompany units passing through; in fact they cannot accompany the units in this situation. This rule only applies to units that start in the same hex during the impulse in which they are activated.

Mark units that move with a Moved, Low Crawl, Assault Move, or Stealth marker (see Movement, 6.0), and those that fire with a Fired marker. Those units cannot be used again that turn except to defend in Melee. (See 6.1, Assault Move, and 6.4, Stealth Movement, for the sole exception to this.)

Units/hexes activated in the same impulse can act in any order desired as long as all units that fire or move from a hex do so together, as per the rules under 4.0. Thus, in a situation where many hexes are activated at once (by a Leader's ability), unit A could fire from the first hex, then unit B could fire from a second hex and, finally, unit C, in the first hex with A, could move out of it.

Chain activation is possible (a Leader can activate an adjacent Leader who then activates adjacent hexes and so on). A Leader activating adjacent units is marked with an Ops Complete marker if he does nothing else in this impulse.

You must declare which hexes will be activated in the current impulse before you do anything with the units they contain. You don't have to specify what the units will do though, and all units do not need to perform an action.

4.1 OPERATIONS COMPLETE MARKER



Units that spot, attempt to lay smoke, or perform other actions described in the subsequent rules as rendering them Ops Complete are marked with an Ops Complete marker. Except for the instances described below, units beneath Ops Complete markers cannot perform any actions, including Leaders using their Leadership Modifier (LM).

MMCs under an Ops Complete marker can Opportunity Fire, but subtract one (-1) from their IFP. The FP is modified BEFORE considering any other attacking unit's Die-Roll Modifications (DRMs), and is applied per firing unit. A unit's FP can be a negative number.

Examples: A US Airborne 2-5-4 Squad under an Ops Complete marker Opportunity Fires (OFs) at a German Squad in Clear terrain that entered its LOS two hexes away. The 2-5-4 Squad would have a FP of 2 ($2 \text{ IFP} - 1 = 1 \text{ FP} + 1$ for firing at a unit marked with a Moved or Assault Move marker).

A 0-2-4 Half-squad would engage an enemy Squad with 0 FP ($0 \text{ IFP} - 1 = -1 \text{ FP} + 1$ for firing at unit marked with a Moved or Assault Move marker = 0 FP).

A SW possessed by an eligible MMC that is marked with an Ops Complete marker can also fire with the MMC. Machine guns or Flamethrowers are halved (fractions rounded up), while SWs that use the OFT suffer a +2 DRM to-hit penalty.

Vehicles under an Ops Complete marker can Opportunity Fire, but their machine guns do so with one-half FP (fractions

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rounded up), and ordnance that uses the OFT suffers a +2 DRM to-hit penalty. See section 5.3 for more details on Opportunity Fire.

A unit under an Ops Complete marker can fire at FULL FP at a hex it has spotted during the SAME impulse. By the same token, Leaders under an Ops Complete marker can add their LM to this fire's 1d6 roll, but only if directed against a hex that the Leader spotted during the current impulse, i.e., a unit can immediately fire upon any hex it has successfully spotted.

Note: The intent is to allow a unit to fire at an enemy hex that it spotted. It only makes sense that if a unit was focusing on a specific area, it would have time to fire its weapons at it.

All units in the same hex as a successful spotting unit can fire with their full FP at the just-spotted hex, along with the spotting unit. Note that in the case of multiple attacking units, 5.2 applies as well.

5.0 Fire Combat

To fire at enemy units, they must be within the range of the firing weapon(s), within the firing unit's Line of Sight (LOS) and spotted (10.0).

You can fire through friendly or enemy units, but cannot fire into a hex that contains both friendly and enemy units—it's just unethical. Nor can you fire into a hex marked with a Melee marker. That's a turn-based time-continuum thing.

To determine range, count the hexes from the firing hex to the target hex. Include

the target hex but not the attacker's hex. See the section on LOS (10.0) to determine LOS and spotting procedures.

If range, LOS, and spotting requirements are met, the attacker adds its total Firepower (FP) to 1d6, adds any applicable Leadership Modifiers (11.1), and then modifies the results with any target movement, degrading-terrain (see section 10.3) or other DFT die-roll modifiers. The defender rolls 1d6, adds the Target Modifier (TM) of the hex terrain occupied by the targeted unit(s) and compares it to the attacker's die-roll.

If the attacker's modified die-roll is less than or equal to the defender's modified die-roll, the fire has no effect. If the attacker's modified die-roll is greater than the defender's modified die roll, each of the defending units must take a Damage Check (DC) by rolling 1d6, adding the difference between the attacker's modified die-roll and the defender's modified die-roll, and then consulting the Direct Fire Table (DFT) on the Player-Aid Card (PAC).



If a Good Order Leader (11.1) of the same nationality/color/IB is present, his Leadership Modifier (LM) is subtracted from the DC roll of the other units in the hex (not himself). The Leader must survive his own DC first, and be in Good Order, before aiding the other units in his or her hex.

5.0.1 Leaders' Influence on Combat

Leaders not under a Moved, Low Crawl, Fired, or Ops Complete marker can aid ALL attacks conducted by same nationality/force/IB units in their hex during their impulse.

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Specifically, their Leadership Modifier (LM) is added to a unit's FP that is using the DFT and/or subtracted from the to-hit dice-roll for Support Weapons (SWs) and Weapon Teams (WTs) using the Ordnance Fire Table (OFT). A Leader firing a SW does not add his LM to attacks by other units in his hex.

Note: The Leader can aid both units using their IFP/SWs AND SWs or WTs using the OFT that are activated in the Leader's hex in the same impulse. Leaders that aid such fire are placed under a Fired marker. Armor Leader's can only affect the fire of their tank/vehicle.

5.1 DIRECT FIRE TABLE (DFT) RESULTS

Shaken: A Shaken unit is flipped to its Shaken side. A Shaken unit returns to Good Order (GO) by passing a rally attempt during a later Rally Phase. Shaken units cannot use either their IFP or any SWs they possess.



Shaken units cannot advance (including changing a level in a Building) toward an enemy unit in their Line of Sight (LOS). Shaken units cannot spot, and adjacent enemy units are not considered spotted by adjacency. Shaken units can still spawn Heroes. If engaged in Melee and no other friendly, GO, Melee-eligible units are with them, they surrender and are removed from the Map.

Shaken Leaders cannot rally units, but can attempt to rally themselves. Shaken Leaders cannot use their LM for any function. Shaken Medics cannot heal soldiers (or themselves) and Shaken Snipers cannot snipe, but both can attempt to Self-Rally (SR). ALL SMCs can attempt to Self-Rally whether they

have SR printed on the back of their counter or not.

Shaken vehicles must Button (see section 15.0), their Movement Factor (MF) is halved (fractions rounded up), and they cannot fire. Heroes never Shake—just ask Daryl Dixon.

Moving units that are Shaken by Opportunity Fire (5.3) must end their movement. This includes units Shaken due to Casualties or Wounding. If not all of the moving units in a stack are Shaken, the remaining GO units can continue moving.

Casualties: Replace a Squad with a Shaken Half-squad. Eliminate a Half-squad, Crew, or WT.



Wounded: Only SMCs can be wounded. If the unit is moving, it must stop immediately. Flip the SMC to its Shaken side (Hero excepted; they flip to their wounded side) and mark with a Wounded marker.



A just-wounded SMC that has yet to be activated in a turn can still do so in a later impulse, including for movement. SMCs under a Wounded marker, or wounded Heroes who are wounded again are eliminated.



Wounded Leaders have their Morale, LM and Leadership Range (11.1) decreased by one (LM cannot be less than zero). Their rally range too, if they possess the Charismatic Skill, can be reduced by one but never less than zero.

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Wounded Leaders can still call indirect fire (Mortar and Artillery) and move their full MF. Wounded Snipers can still fire with no reduction in effectiveness. All wounded SMCs (except Heroes) decrease their Morale by one.

Hero Creation: There is a chance that a Hero is created during play whenever a Squad or Half-squad (even if Shaken) MMC rolls a 1 during a Damage Check (DC) caused by enemy fire. Roll 1d6: if the result is even, a Hero is created in the hex. Randomly pick a Hero and a Skill (see sections 11.2 and 12.0). The Hero assumes the activation state of the MMC that spawned it.

Example: If the Squad spawning the Hero is marked with a Fired marker, so is the Hero.

However, when a Squad that spawns a Hero due to a Shaken result from Opportunity Fire (OF, 5.3) that ends the Squad's movement, the spawned Hero can continue to move, and is considered to have expended as many Movement Points (MPs) as the Squad had before it was Shaken; thus if the Squad had expended 1 MP and the Hero's MF is 6, he can expend 5 more MPs moving or 2 more on Assault Move (6.1) and then fire.

Crews and WTs do not spawn Heroes.

5.2 MULTIPLE ATTACKING UNITS

Only units in the same hex can fire simultaneously, and then only at the same target. One unit leads the fire and fires at its full IFP. Each additional MMC adds 1/2 of its IFP to the attack. Heroes add their full FP. Zero (0)-IFP units add nothing (unless they are firing a SW).

SWs that use the DFT add their entire FP (SWs that use the OFT fire separately). The total FP is summed; remaining fractions are rounded up and the combat is resolved as in the section on Fire Combat (5.1).

Remember that, for the most part, all units firing from the same hex, in the same impulse, must target the same hex. There are, however, exceptions. SWs with to-hit tables (OFT) on the back of their counters (e.g., Bazookas), WTs, and vehicles must fire separately even when firing in the same impulse. Although WTs and vehicles CAN fire in a different impulse, SWs must fire during the same impulse as the Squad that possesses them.

5.3 OPPORTUNITY FIRE

Units that are not marked with a Moved, Low Crawl or Fired marker, and that have a clear (not blocked) Line of Sight (LOS, 10.0) to a hex in which an enemy unit expends at least one Movement Point (MP) by any kind of movement other than Low Crawl or Stealth Movement can fire on the movers.

This is called Opportunity Fire (OF); it occurs during the opposing player's impulse, and is not considered an impulse. Low Crawling (6.3) and Stealth Movement (6.4) units can only be the target of OF if they are spotted (10.0) in the hex they enter.

A unit expending MPs (either entering a new hex, pivoting within a hex or unloading/loading) can be subjected to OF attacks equaling the MP-cost of the movement (thus two OF attacks can be made on a unit entering a Light Woods hex), even if the first attack Shakes the

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unit, forcing it to stop moving. Moving unit(s) cannot be attacked more than once per MP expended in the hex unless attacked by SWs with a to-hit table on the back of their counter, WTs, or vehicles that are stacked with the units that first fired.

Note: To be clear, this exception is consistent with the rule that states the above units fire separately from the other units in the hex. Accordingly, if they OF when the other units OF, it would allow an additional attack.

Place a Fired marker on units that OF. OF must be declared before the target units leave the hex, and the player currently moving must give sufficient time for his opponent to declare the OF.

Conduct OF attacks like any other, with the exception that the attacker receives a +1 bonus (unless firing at Low Crawling/Stealth units) to their die-roll for firing at moving units, unless the moving units are in terrain that negates that modifier, e.g., Low Crops.

If the target hex contains both moving and non-moving units, both are affected by the same OF attack die-roll, but only the moving units suffer the +1 modification to the attacker's die-roll.

Example: A 1-6-4 Squad fires at an enemy 2-5-4 Squad moving through a Light Woods-terrain hex that also contains a non-moving 1-4-4 Half-squad. The player performing the OF rolls 1d6 and adds 2 (its IFP of 1 + 1 for firing on a moving unit) against the moving Squad but only 1 against the stationary Half-squad. Both the moving Squad and the stationary Half-squad receive the +1 Target Modifier for being in a Light Woods hex, and roll 1d6 + 1.

Note that the moving unit caused the stationary unit in the hex to be automatically spotted; however, if the moving unit survives the OF, continues moving and leaves the hex, the stationary 1-6-4 Squad in the hex retains the unspotted status that it had prior to the attack. In other words, if the stationary unit wasn't spotted before the OF attack, it remains unspotted after the moving Squad departs the hex. Further, if there were two moving units and one was Shaken and left behind in the hex, under a Moved marker, the previously stationary unit would also remain spotted.

Units in the same hex as the moving unit in the example but in a Bunker, Cave or the second floor of a Multi-story Building would not be subject to the OF unless the moving unit entered the Bunker, etc.

Any moving units not Shaken by OF can continue their movement, leaving Shaken units behind, if they have MPs remaining.

5.4 EXTENDED RANGE



MMCs/SMCs with a black box surrounding their range can fire at up to twice their printed range; however, any fire at greater than the printed range is halved (round fractions up). The IFP is halved before any other modifiers are applied.

5.5 MAXIMUM TARGET MODIFIER

The maximum Target Modifier (TM) for any hex is +4. This means that cumulative TM from the result of setup and/or game play (Smoke, Wreck, Foxholes) cannot exceed +4 in one hex.

Thus, a Forest hex (+2 TM) with a Wreck in it (+2) and a Smoke marker (+1) would still only have a +4 TM, not +5. As per 11.4, Snipers still double their hex's TM; thus, Snipers can have a maximum TM of +8.

5.6 "A"-SUPERSCRIPTED FIREPOWER (ASSAULTERS)



The “A” superscript next to a MMC or SMC’s Inherent Firepower (IFP) designates the unit as Assaulters. Such units are adept at focusing FP at close range. Accordingly, such units add 3 instead of 2 to their die-roll when firing at an adjacent unit. This is per firing stack, not per unit, if multiple “A”-rated units are in a stack.

6.0 Movement



Units move from hex to hex, paying the Movement Point (MP) cost of each hex as it is entered. These costs are summarized on the Terrain Effects Chart (TEC). All units that move from the SAME hex, in the SAME impulse, must move together (exception, if some units in the moving stack are Shaken during movement they must stop movement while the other units may continue—see 5.3).

Example: If three 1-5-4 Squads in a hex are activated, some may move and some may fire, but those that move IN THE SAME IMPULSE must move together, and those that fire IN THE SAME IMPULSE must fire at the same target (exception: Ordnance 14.0, can fire at separate targets). If one of the Squads is Shaken by OF, the other two can continue

moving if they have MPs remaining.

An unshaken, unwounded, unactivated Leader can activate both the units in his hex and adjacent hexes; this is a Leader’s Leadership Range (11.1), which is always one hex unless the Leader is wounded or altered by a Special Scenario Rule (SSR). Units starting in hexes adjacent to the Leader’s are free to move or fire separately from the Leader. The units in each hex, however, must move or fire together if they do either.

The number of Movement Points (MPs) a unit can spend each turn is called its Movement Factor (MF) and is marked on the counter. As noted above, moving MMCs, WTs, and SMCs (not Low Crawl or Stealth)—or those under a Moved or Assault Move marker—that are fired upon suffer a modifier of +1 added to the attacker’s DFT die-roll.

Unless such a move would bring a Shaken unit closer to an enemy unit in their LOS, units with a MF equal to or greater than one can always move one hex, no matter the cost, or enter/exit a Bunker or Cave or change one level of a Multi-story Building within the hex they currently occupy. If a unit must expend ALL of its MPs to move one hex (or within one hex) it cannot Low Crawl Assault Move into the new hex.

Units can move through hexes containing friendly units (subject to stacking restrictions), but must stop upon entering an enemy-occupied hex and Melee (see section 8.0).

Here is the sequence when moving units trigger an Event, are subjected to OF, or move adjacent to enemy units and such:

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Unit(s) enters a hex.

Resolve any Fire for Effect or Mines attacks.

Possible Event(s) is triggered.

All possible OF is conducted.

If unit(s) is still in Good Order, proceed with its next action (auto-spotting adjacent unit(s), moving, firing if AM, etc.).

Thus, a unit that moves adjacent to an enemy unit but is Shaken by OF (from this enemy unit or another) does not auto-spot the adjacent enemy unit.

Once the units fire they are also (in addition to the Assault Move marker) marked with a Fired marker. Support Weapon ordnance, such as Bazookas, suffer a +1 penalty on the Ordnance Fire Table (OFT).

Neither the Assault Move nor the Fired marker is removed until the Admin Phase. The units need not fire in the same impulse that they originally moved but can be activated again later to fire or engage in OF if the appropriate situation arises. They must, however, move when they are first activated.

6.1 ASSAULT MOVEMENT



Units whose MF is boxed in red—e.g., Heroes—can Assault Move (AM). These units' intentions are declared at the beginning of their impulse, and they are marked with an AM marker. Leaders of the same nationality/color/IB can also AM if they start their impulse with AM-eligible units.



Units that AM can spend up to one-half of their printed MF, modified by Double-Time (DT) movement (see 6.2) if applicable (fractions rounded up), and subsequently fire in the same or in a later enemy impulse, including to OF. The DT bonus (if any) is added to the printed unit's MF before being halved for AM.

Subtract two from the total attacking FP of units using AM.

Example: Two US Airborne 2-5-4 Squads using AM would fire with a FP of 1 (2 for lead Squad + 1 for second Squad - 2 for AM = 1).

6.2 DOUBLE-TIME MOVEMENT

Units that begin their impulse—and move the entire impulse—with a GO Leader of the same nationality/color/IB can increase their MF by 2. The units cannot move farther than the Leader's printed MF. WTs cannot Double-Time (DT). Shaken units can use DT.

6.3 LOW CRAWL



A unit or stack of units can spend its entire impulse to move one hex. This is a Low Crawl.

Units Low Crawling are not automatically spotted unless they are in open terrain or adjacent to an enemy unit. Enemies targeting Low Crawling units do not receive the +1 bonus to their FP. Low Crawling units can change levels within a Multi-story Building or enter/exit a Bunker or Cave, but cannot do so AND move to a different hex.

Weapon Teams cannot Low Crawl.

6.4 STEALTH MOVEMENT



Units designated with a bright-yellow square outline surrounding their MF are Stealth-Movement (SM) capable and can move without being automatically spotted—even if adjacent to an enemy unit. The enemy unit must either perform a successful spotting attempt (10.0), the SM-capable unit must fire, or move into open terrain in the LOS of a Good Order enemy unit. Units CANNOT use SM while Double-Timing (6.2), but can use SM to enter Melee. Heroes and Leaders cannot use SM unless specifically designated. Units using SM are not subject to the +1 DFT penalty for moving.



SM-capable units can also move up to half their MF (fractions rounded up) and subsequently fire in the same or in a later impulse, including to OF. Such fire is modified like AM fire—subtract two from the total attacking FP of units using SM fire (Scouts excepted) and add one (+1) to to-hit rolls for SW ordnance.

6.5 COORDINATED MOVEMENT

MMCs, SMCs, and vehicles can move together provided they start and finish their impulse together. They can Assault Move if the MMC/SMC is AM-capable. Units executing a Coordinated Move pay MPs for hexes entered and hexsides crossed as per their own movement type.

Example: A Squad (Leg-movement type) and a tank (T-movement type) would spend 2 and 4 MPs respectively when entering a Light Woods hex. This rule is an exception (obviously) to 15.1.

7.0 Laying Smoke



Good Order MMC counters not marked by a Moved, Low Crawl, AM, Stealth, Fired or Ops Complete marker can attempt to lay smoke in their own or an adjacent hex.

Select the hex and roll 1d6. If the die roll is equal to or less than the unit's smoke-laying capability (delineated in module-specific rules), place a Smoke 1 marker on the hex. Regardless of whether the attempt was successful, place an Ops Complete marker on the unit that attempted to lay smoke.

Smoke is blocking terrain with a TM of +1. The TM is added to the hex's existing TM. Hence a smoked Forest hex has a TM of +3. Units firing from a smoked hex subtract one (-1) from their DFT die-roll and add one (+1) to their OFT to-hit roll.



In the Administrative Phase after the Smoke 1 is laid, replace the marker with a Smoke 2 marker. In the next Admin Phase, remove the Smoke 2.

8.0 Melee Combat

When units enter a hex containing enemy units, they must Melee. Units cannot use AM to enter Melee. Non-Melee-eligible (NME) units cannot enter a hex containing only enemy units, even if the enemy units are also NME units. Melee combat is simultaneous, but Nationality characteristics, Events and Skills (12.0) might alter the sequence, and losses aren't taken until the round of Melee combat is concluded.

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There can only be one Melee round/turn/hex. All units that participate in a Melee round are considered activated at the same time. Melee takes place as soon as enemy units enter a hex containing friendly units. Thus, there is no OF against the enemy unit as it enters the Melee hex.

The IFP of all the attacking units (the units that entered the hex) and Melee-eligible SWs (MGs, Satchel Charges, Molotov Cocktails and Flamethrowers) is compared to the FP of any defending units the attacker chooses and their Melee-eligible SWs, and an odds ratio is determined, rounding up fractions.

Example: 4 FP attacking 2 FP is 2:1, whereas 5 FP attacking 2 FP is not 2.5:1 but 3:1. Not all defending units must be attacked, but at least one must be attacked. Unmodified attacks at less than 1:3 are treated as 1:3, but cannot be conducted against multiple units. Roll 2d6 and consult the Melee Table (MT) on the Player-Aid Card.

Leadership Modifiers (LMs) apply for the attacking units and are added to their die-roll.

If the attacker rolls equal to or greater than the Kill Number (KN) under the odds ratio on the MT, the defending units are eliminated.

Eliminated units are NOT yet removed. The defender then follows the same procedure against any of the attacker's units he chooses. After assessing damage, remove eliminated units from both sides, and mark the hex with a Melee marker.

If the Melee combatants include Heroes, they shift the odds one column in favor of their side when attacking. Even if

the odds are greater than 1:3 against the Hero, the odds still shift to 1:2, but the odds can never be better than 5:1. Multiple Heroes do not grant multiple shifts.

Attacking, in the context of this section, means that your unit is making a Melee attack—it has nothing to do with whether you entered the hex. Defending means your unit(s) is the target of a Melee attack. A unit that can only defend cannot make Melee attacks but is not automatically eliminated either.

Unless modified for Ambush (8.4) or Skills (12.0), Melee combatants use their unmodified IFP.

Example: Two US Airborne 2-5-4 Squads equal 4 FP factors in Melee combat and two German 1-6-4 Squads and a 2-FP MG-34 SW also equals 4 FP factors.

MMCs must still abide by the SW-usage restrictions delineated in the section on SWs (1.6). In other words, a Squad can fire one SW and its IFP or two SWs and forfeit its IFP. A Half-squad/Crew can fire one SW and forfeit its IFP.

Leaders/Heroes carrying a Melee-eligible SW attack and defend with half the SW's FP (fractions rounded up). Always remove single-use SWs such as Satchel Charges and Molotov Cocktails after the first round of Melee (attack and defense). Heroes defend with their IFP unless they are crewing/using a SW. Note that Skill special rules supersede these rules. If a captured SW is used and the enemy is not eliminated, the captured SW is removed from the game in the Admin Phase.

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Example: A 6-0-6 Leader possessing a captured 1-FP MG SW and a 1-6-4 Squad enter Melee against an enemy 1-5-4 Squad. Neither side eliminates the other. Remove the captured 1-FP MG SW from the Leader in the Admin Phase.

8.1 POST MELEE



Units remaining after the round of Melee are locked in Melee. Place a Melee marker on the units. Locked units cannot move (unless withdrawing) or fire, but can use an impulse in the following turn to either Melee or attempt to withdraw.

Melee markers cannot be removed as long as units from both sides inhabit the hex. Once one side's units have been eliminated, the Melee marker is removed in the ensuing Admin Phase.

Units that wish to withdraw must announce their intention at the beginning of their next impulse (before they are once again engaged in Melee by the opposing player) and pass a Morale Check (LMs apply). Failure to pass incurs no penalty but they must immediately fight a Melee round.

Units that pass the Morale Check can exit the hex, paying appropriate MP costs.

If a player withdraws all friendly units from the hex, the Melee marker is removed and the remaining enemy units are eligible to OF on the withdrawing units. Note that a player can leave a unit behind as a rearguard to prevent this from occurring.

Leaders not carrying a Melee-eligible SW, Snipers, Chaplains, Medics, Corpsmen,

and Shaken units do not attack, nor can they be targeted, in Melee. They are considered non-Melee-eligible (NME) units. WTs can be individually targeted in Melee.

If all Melee-eligible units are eliminated, NME units are removed. Any non-Hero SMC left at the end of a Melee round without a possessed Melee-eligible SW or stacked with a friendly Melee-eligible unit is removed too, even if no enemy Melee-eligible units are present; it is assumed that the SMC went down with his troops. If a unit enters a hex containing only NME enemy units, all the enemy units are eliminated, the unit that moved in must halt; and a Melee marker is placed on the hex.

8.2 REINFORCING A MELEE

Units from either side can reinforce a Melee. Any unit entering a hex marked with a Melee marker is considered reinforcing it, even though it's possible that no friendly units are left in the hex after the previous Melee round.

If a unit reinforces a Melee before a Melee round is fought in that turn, the Melee round is conducted immediately. If they reinforce the hex after the Melee has been fought, they cannot participate in the Melee until the following turn.

If the reinforcing units have the Ambush capability (8.4), their tripled FP is added to the other friendly unit's normal FP, but the Melee combat round is considered simultaneous.

8.3 ZERO-FIREPOWER UNITS

In Melee, MMCs with an IFP of 0 attack and defend with a FP of 1, unless such units possess



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a Melee-eligible SW, in which case they use the SW's FP. For each zero-IFP MMC participating in an attack, 1 is subtracted from the die-roll. For each zero-IFP unit participating in defense, 1 is added to the attacker's die-roll.

Example: Two 0-2-3 Half-squads attack a 2-6-4 Squad in Melee. The odds are 2 vs. 2 or 1:1 (each 0-IFP Half-squad counts as 1 FP for the attack). At these odds the Kill Number is 8. The player with the pair of 0-IFP Half-squads, however, subtracts 2 from his 2d6 roll. Hence, he needs to roll 10 or better ($10 - 2 = 8$, which is the minimum needed to kill the opposition in a 1:1 attack) to eliminate the 2-6-4. Conversely, the 2-6-4 Squad attacks the two Half-squads at 2 vs. 2 or 1:1, but adds two (+2) to its 2d6 roll. Accordingly, it eliminates the two Half-squads on a roll of 6 or better ($6 + 2 = 8$).

8.4 AMBUSH

Some nationalities, units, or circumstances (Skill, 12.0, or Module-specific or scenario-specific rules) allow the initial round of Melee to be resolved as an Ambush. When an Ambush-capable unit (or stack of units) enters Melee with a unit that did not have LOS to it (the Ambusher) at the beginning of its impulse, the unit's/units' total FP (IFP + SW) is tripled for the first round of Melee.

A zero-FP MMC's FP is still 1, and tripled to 3, and 1 is subtracted from the die-roll. Additionally, this first round is non-simultaneous, and eliminated opponents are immediately removed from play, before they counterattack.

8.5 "M"-SUPERSCRIPTED UNITS



Units and SWs with an "M"-superscript add 1 to their FP when attacking or defending in Melee.

9.0 Administration Phase

Once all units have either moved or fired, or after three consecutive passes (i.e., Player One passes, Player Two passes, Player One passes again), the Operations Phase ends.

In the Admin Phase, players remove all Moved, Assault Move, Stealth Move, Low Crawl, Fired, Ops Complete, Starshells, and Spotted markers. FFE markers are removed. Smoke 1 markers are turned over to become Smoke 2 markers and Smoke 2 markers are removed from the Map.

Once all markers have been removed, advance the Turn marker one turn and begin the Rally Phase.

10.0 Line of Sight and Spotting

A unit has a Line of Sight (LOS) to another unit if, in the real world, it could see that unit. Units cannot fire at targets to which they do not have a LOS, or at units in hexes that are not spotted.

There are two types of terrain that affect LOS and spotting: blocking and degrading (see TEC for list of specific terrain types).

10.1 SPOTTING

Even if a unit has a LOS to its target, the attacker might not see the enemy.

Example: A Squad is hidden in a Building two hexes distant. There may not be anything blocking your Squad's view of the Building, but that does not mean they see the enemy.

To be able to fire on an enemy-occupied hex, it must be spotted. Hexes, rather than units, are spotted, so if one unit in a hex is spotted, all units in the hex are spotted (exception: units in a Bunker, Cave or another level of a Multi-story Building are in the equivalent of a second hex within the hex, and must be spotted separately).



Spotting is status driven. A hex (and all units within it) is spotted if any of the following apply: the hex is marked with a Spotted marker, a Good Order friendly unit is adjacent to the hex, a friendly unit is currently moving or Assault Moving through the hex, a unit in the hex is marked with a Moved, Assault Move, Fired, or Melee marker or if the hex is open terrain.

Units in any open-type terrain are automatically spotted, even if the LOS is degraded by intervening terrain. Units in open-type terrain containing a vehicle do not have to be spotted, but they do get the defensive TM; if two vehicles are in open-type terrain, neither has to be spotted, but they, too, get the defensive TM.

Note that the status of a hex can change over a turn.

Example: If a hex is spotted because it is adjacent to a Good Order friendly (to

the potential firer) unit and that unit is either Shaken or moves away, the hex will no longer be spotted.

Low Crawling units and units using Stealth Movement are not spotted during their movement provided they don't find themselves in a hex otherwise spotted (such as any open terrain).

Once a hex is spotted, it is spotted for all friendly units during the turn, even for those without LOS to the spotted hex at that time. But if all units leave a hex (or are eliminated), any Spotted marker on it is removed.

Units (including open vehicles) can attempt to spot unspotted hexes to which they have a LOS. Units in blocking-terrain hexes are spotted with a 1d6 roll of two or less. Those in degrading-terrain hexes are spotted on a 1d6 roll of three or less.

Example: If a unit is attempting to spot an enemy in a degrading-terrain hex, it must roll a three or less to succeed.

One is added to the unit's die-roll for every hex of degrading terrain its LOS passes through en route to the target unit's hex. Note that the LOS must actually pass through a piece of the degrading terrain in the degrading-terrain hex. One is also added if it passes through the silhouette of degrading terrain that is in part of an otherwise open hex.

If the LOS passes through more than two hexes of degrading terrain, or silhouettes of degrading terrain within two open hexes, it is blocked. LOS is NOT BLOCKED or degraded by small pieces of terrain that extend from the firing unit or target's hex into an adjacent

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hex. Leadership Modifiers apply and are subtracted from the die-roll.

Once a unit is spotted, the entire hex is spotted and a Spotted marker is placed there. Spotted markers are removed during each Administrative Phase or if all units leave the hex.

Spotting attempts do not constitute an impulse, but only one attempt can be made per friendly impulse, and a unit attempting to spot is marked with an Ops Complete marker regardless of the result of the attempt. If the only action a side does during an impulse is perform a spotting attempt, it is considered a pass.

Units marked with Fired, Moved, Low Crawl, Ops Complete, Stealth or Assault Move markers cannot spot for yet unspotted units, but they do automatically spot adjacent units, moving units, units marked with a Moved/Assault Move/Fired/Melee marker or units in open terrain. Shaken units and buttoned vehicles don't automatically spot adjacent enemy units.

10.2 BUILDINGS AND HILLS

Most of the terrain in LnLT is at ground level (Level-0). There are, however, Hills that are Level-1, -2, and -3. Differing shades of brown represent taller Hills. Each level above ground level (or Level-0) denotes a rise of about 3-6 meters (or 10-20 feet). Units in adjacent hexes but on different level Hills ARE considered adjacent.

By the same token there are one- and two-story Buildings. All three-hex or larger Stone/Heavy Construction (HC) Buildings are considered two-story

(Multi-story) Buildings. Staircases are in each Multi-story Building hex. Units can move from the bottom floor (Level-0) to the upper level (Level-1) of their hex, and vice-versa, by paying two MPs.

Units in a single-story Building occupy ground level (Level-0) or the level of terrain on which the Building rests. Units on the upper level of a two-story Building are one level above the terrain on which the Building rests, thus at Level-1 if the Building itself is at Level-0

Example: Units on the upper level of a Building at Level-0 are at Level-1, or the same height as a unit on a Level-1 Hill.

Example: Units on the upper level of a Building on a Level-1 Hill are at Level-2.

Units in adjacent hexes but on different levels of a Multi-story Building(s) ARE NOT considered adjacent and don't have LOS to each other. Units in a hex adjacent to a hex containing a Bunker or Cave ARE considered adjacent to the units both inside and outside of the Bunker or Cave for spotting and fire combat.

10.3 FIGURING LINE OF SIGHT

LOS is traced from the center of the firing unit's hex to the center of the target hex. There are two types of LOS-affecting terrain: blocking and degrading (see TEC). Any silhouette of blocking terrain crossed by a LOS blocks it (except as otherwise noted). Degrading-terrain silhouettes don't block LOS, they degrade it.

Subtract one from an attacker's DFT die-roll or add one to an OFT to-hit roll for every hex the LOS crosses a silhouette

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of degrading terrain. If the LOS passes through more than two such hexes it is blocked and no attack or spotting attempt can be made. LOS can be degraded (modified) by only one factor/hex. Thus, a LOS traced across a Light Woods silhouette in a hex containing a Wreck is modified by 1, not 2.

Blocking/degrading terrain in the attacker's or target's hex never blocks/degrades LOS.

LOS is NOT BLOCKED or degraded by small pieces of terrain that extend from the firing unit's or target's hex into an adjacent hex.

LOS can be checked at any time. LOS is reciprocal. If unit A can see unit B, then unit B can see unit A.

Terrain can be located at a level (elevation) or be of a certain obstacle height (expressed in terms of levels on the TEC).

Example: Forest terrain (Level-2 Height as Obstacle) on a Level-1 Hill hex presents an obstacle to LOS up to a height of Level-3.

Example: A one-hex Light-Construction (LC) Building (Level-1 Height as Obstacle) on a Level-2 Hill hex presents an obstacle to LOS up to a height of Level-3.

Example: A three-hex Heavy-Construction (HC) Building (Level-2 Height as Obstacle) on Level-1 Hill hexes presents an obstacle to LOS up to a height of Level-3.

Example: Light Woods terrain (Level-1 Height as Obstacle) on a Level-1 Hill

hex presents an obstacle to LOS up to a height of Level-2.

Blocking/degrading terrain obstacles that rise to the same hex level (and/or are as per terrain height on the TEC) as both the attacker's and target's hex blocks/degrades LOS.



Example: In the image at the bottom right of page 26, the Brush in hex M5 degrades LOS between the French Squad in M6 and the German Squad in M4 (all hexes at Level-0).

LOS traced through blocking/degrading terrain obstacles that rise to a higher total hex level than both the attacker's and target's hex level is blocked/degraded.

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Example: In the image above, the US Airborne Squad in hex C6, at Level-0, does not have LOS to the German Squad in hex E5, also at Level-0, because it is blocked by the LC Building in hex D6, which is a Level-1 obstacle at Level-0, for a total obstacle height of Level 1.

LOS traced over blocking/degrading terrain obstacles that rise to an equal to or lower total hex level than both the attacker's and the target's hex level is not blocked/degraded.



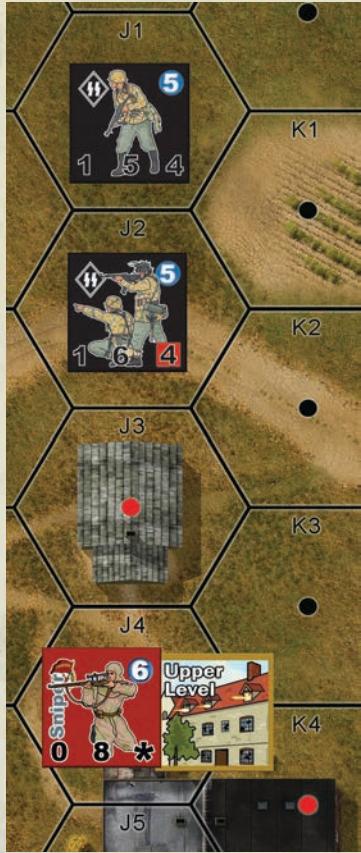
Example: In the image above, LOS traced from the German Half-squad in the second floor of the HC Building in hex G2 (Level-1) to the British Airborne Squad in the second floor of the HC Building in hex I3 (also at Level-1) is NOT degraded by the Rubble in hex H3, a Level-1 obstacle in a Level-0 hex.

Units in a hex at a level EQUAL TO the total obstacle height of a blocking/degrading terrain hex can see and fire over it into hexes at a LOWER level than the total obstacle height of said blocking/degrading terrain hex; but, Level-1, -2 and -3 blocking/degrading terrain obstacles cast a one-hex shadow that blocks/degrades LOS to units located directly behind them.



Example: In the image above, LOS from the Soviet Partisans in hex K3, a Level-1 Hill hex, to the German SS Squad in hex K1, a Level-0 hex, is degraded by the Light Woods terrain in hex K2, a Level-1 height as obstacle in a Level-0 hex, for a total obstacle height of Level-1, which casts a one-hex degrading shadow on hex K1. If the Light Woods in K2 was a LC Building, the LOS would be blocked to K1; in both cases LOS from K3 to K0 is clear.

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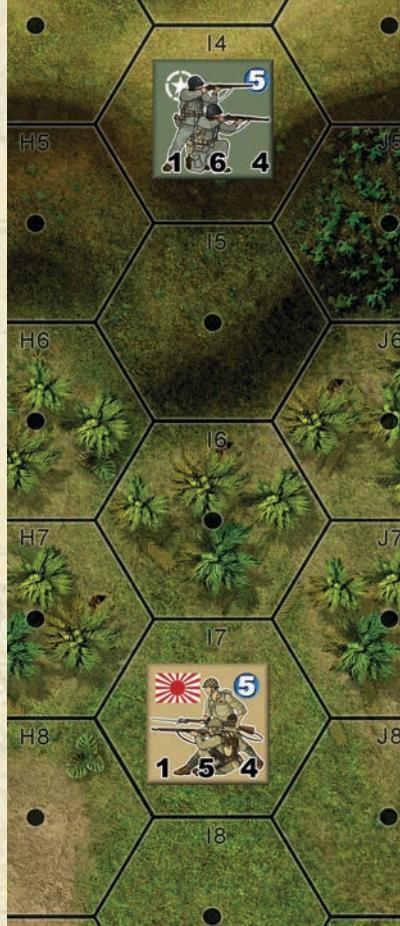


Example: In the image above, LOS traced from the Soviet Sniper in the second floor of the HC Building in hex J4, at Level-1, is clear over the HC Building in J3 (obstacle height of Level-1) to the German SS Half-squad in hex J1, at Level-0, but the LOS is blocked to the German SS Squad in hex J2 because it is in the one-hex shadow of the HC Building in hex J3, a Level-1 obstacle.

In addition, the number of hexes in between the firer's hex and the hex containing the obstacle (not counting each) is added to the length of the cast shadow. Thus in the previous example, if the Building in J3 was actually in J2, hexes J1 and J0 would be in its blocking shadow.

Units in a hex at a level HIGHER than the total obstacle height of a blocking/

degrading-terrain hex can see and fire over it into hexes at a lower level than the total obstacle height of said blocking/degrading terrain. Since the LOS in this situation is traced OVER the blocking/degrading terrain obstacle, it is not blocked/degraded in any way; but Level-1, -2 and -3 blocking/degrading-terrain obstacles cast a one-hex shadow that blocks/degrades LOS to units located directly behind them.



Example: In the image above, the US Squad in hex I4 (Level-2 Hill) has LOS to the Japanese Squad in hex I7 (Level-0), but it's degraded by the Light Jungle in I6, a Level-1 obstacle in a Level-0 hex. The US Squad has a clear LOS to the adjacent Level-1 Hill (I5), to hex I6 (see 10.3.1), and to the Clear Level-0 hex in I8; LOS to I8 is unobstructed by the Light

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Jungle in I6.

10.3.1 Hills and Slopes

There is one exception to the preceding paragraph: when LOS is traced from a Hill hex to a lower-level hex through only Clear Hill hexes of constantly diminishing level, like a staircase. This is considered to be a clear slope and LOS is not blocked along such a slope.

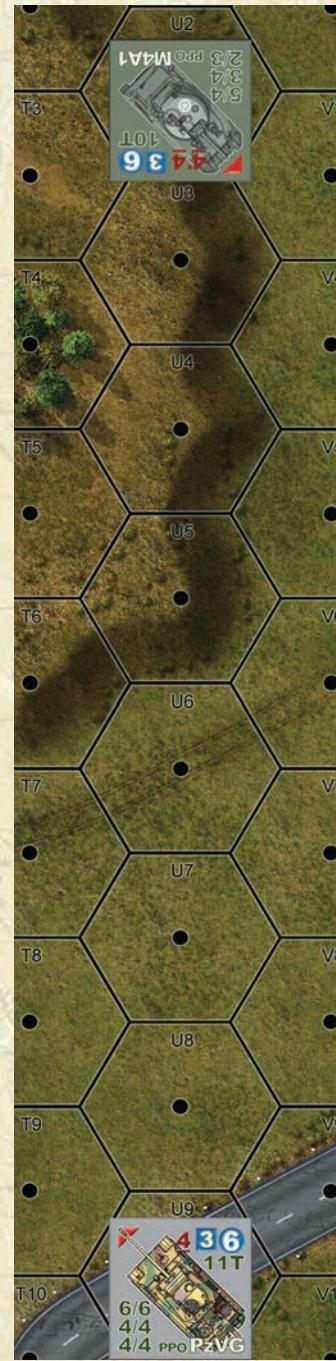
In the previous example image, the US Squad in I4 (Level-2 Hill) has LOS to hex I6 (Level-0 Light Jungle) because I5 is a Clear Level-1 Hill.

Here's another Example:



Example: In the image above, the Belgian Squad in hex I5 (Level-2 Hill) has LOS to both the SS Squad in hex I3 (Level-0 Road) at the foot of the slope and to the SS Hero in I2, also at Level-0. However, if hex I3 was also a Clear Level-1 Hill hex, the Belgians would NOT have LOS to the SS Hero in hex I2.

Consecutive Hill hexes at the same level block LOS to a lower level up to as many intervening hexes are in between the firer's hex and the drop in hex level.



Example: In the long image on the left column of this page, the American M4A1 Sherman tank in hex U2 (Level-1 Clear Hill) has LOS to the three consecutive Clear Level-1 Hill hexes in front of it (U3 - U5).

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But it does not have LOS to the first three hexes after the level drops to Level-0: hexes U6 - U8. Its LOS resumes in hex U9, which contains a German Panther tank.

10.3.2 LOS Along Hexsides

When tracing LOS down hexsides, the adjacent hex terrain is considered whole-hex. LOS that is traced along a hexside with blocking/degrading terrain on one side is not blocked/degraded. LOS traced along a hexside with blocking/degrading terrain on both sides is blocked/degraded. LOS traced along a hexside that has blocking terrain on one side and degrading terrain on the other side is degraded.



Example: In the image above, LOS from the German Squad in hex E2 to the Dutch Squad in hex F4 is blocked by the LC Buildings in hexes E3 and F3, both blocking terrain hexes that share a hexside.

LOS traced along a Wall or Hedge hexside from the firer's hex to the target's hex is not blocked.



Example: In the image above, LOS from the American Squad in hex K5 to the German Half-squad in hex L7 is not blocked (thus clear) by the hexside Wall between K6 and L6.

For more on LOS traced down hexside terrain, consult the Terrain Effects Chart (TEC).

10.4 TERRAIN CHARACTERISTICS

Each piece of terrain has distinct advantages for units seeking shelter in it, and varying movement costs for units attempting to move through it.

These advantages and movement costs, along with other information, are delineated on the TEC.

The terrain surrounding a hex's center dot defines its level and the type of terrain in the hex. The TM from a Wreck, Foxholes and Smoke (and any other counter-placed features or fortifications) are cumulative with the other terrain in a hex. Remember, the maximum TM for any terrain is +4 (5.5) (exception, Snipers 11.4).

11.0 Single-Man Counters (SMCs)

Single-Man Counters (SMCs) represent significant individuals that have the power to affect the course of the battle. These counters include Leaders, Heroes, Snipers and Medics, to name a few.

11.1 LEADERS



Leaders are individuals with exceptional skills. They are usually officers or outstanding NCOs. Leaders have no IFP and cannot (unless crewing a SW) individually fire at enemy units or voluntarily enter Melee alone. If enemy units move into the hex of a solitary Leader who is not carrying a Melee-eligible SW, the Leader is eliminated.

A Leader's Leadership Modifier (LM) can be used to aid Direct Fire attacks, modify Damage Checks, rally units, and lead troops in Melee, as well as for the other functions mentioned in these rules. Only one Leader per hex per impulse or Rally Phase can use his LM to activate units, modify fire attacks, make rally attempts, and influence Damage Checks.

Each Leader has an inherent Leadership Range (LR) of one (1). LR is used for the purpose of activation; a Leader can activate units in adjacent hexes. LR is decreased by one if the Leader is wounded (the Leader can only activate units in its own hex).

A Leader can only rally units in its own hex. Leaders cannot activate vehicles that are in an adjacent hex; and Armor Leaders (11.5) cannot activate MMCs/SMCs in adjacent hexes.

11.1.1 Leaders and Combat

Leaders not under a Moved, Low Crawl, Fired, or Ops Complete marker can aid ALL attacks conducted by units whose counters have the same background color and Identification Badge (IB; top left of counter) as the Leader.

Their LM is added to a unit's IFP that is using the DFT and/or subtracted from the to-hit roll for SWs and WTs using the OFT. The LM is applied to every attack (not attacking units) that occurs from the Leader's hex in its activation impulse.

Note that the Leader can aid both units using their IFP/SWs AND SWs or WTs using the OFT that are activated in the Leader's hex in the same impulse. Leaders that aid such fire are placed under a Fired marker. Leaders cannot call onboard Mortar fire or off-board Artillery and add their LM to a direct-fire attack in the same turn.

11.1.2 Leaders and Skills

A scenario's Order of Battle (OOB) might assign a Skill (12.0) to a Leader. These Skills grant special abilities such as enhanced Morale or sighting.

11.2 HEROES



Heroes are ordinary soldiers who perform extraordinary feats of courage. Heroes may be part of a scenario's starting forces or created during play.

There is a chance that a Hero is created whenever a 1 is rolled on a Squad or Half-squad's Damage Check. Roll 1d6 again. If the number is even, a Hero has been created.

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Randomly pick a Hero and a Skill counter (12.0) from the cup—and the Skill must be usable by the Hero; if not, pick again. Newly created Heroes assume the activation status of the unit that spawned them.

Example: If the Squad that spawns a Hero is already marked with a Fired marker, the Hero also receives a Fired marker.

If spawned by a moving MMC, the Hero is assumed to have spent the same number of MPs the MMC had spent before it spawned the Hero; and even if the spawning MMC is Shaken (and thus placed under a Moved marker), the Hero can continue moving, if desired, up to his total MF.

If creation of a Hero violates stacking limitations, the owner must place the Hero in any adjacent, non-enemy-occupied hex (it's a free move, no Moved marker is placed).

Heroes can Assault Move (6.1). Heroes can Close Assault vehicles (17.1). Heroes always add their FULL IFP to multiple-unit attacks. Units in the same hex (and on the same level in a Building) as a Hero can attempt to rally even if there is no Leader present.

Heroes shift Melee (8.0) odds one column in their side's favor (in addition to adding their own IFP) when attacking (not defending). Remember, in Melee attacking has nothing to do with whether you moved into the hex, only that you are currently conducting a Melee attack.

If a Hero who begins the game on the Map is not assigned a Skill he does not draw one.

There can be only two Heroes per nation on the Map at any time. Heroes are always spawned at full strength (never wounded). Heroes are created even if the Damage Check result eliminates its parent unit.

NOTE: Heroes may not be generated in any of the scenarios in this book.

11.3 MEDICS



Medics represent exceptional medical personnel. They cannot carry or fire weapons, or spot enemy units. They can, however, use their medical kits to heal units.

Medics (and all SMCs) can Self-Rally regardless of whether they have SR on the back of their counter.

During each Rally Phase, a GO Medic can either attempt to remove the Wounded marker from one SMC (including himself) or flip a Shaken MMC/SMC to its GO side. In either case, the subject of a Medic's attentions must be in the same hex (and level) as the Medic. To perform either function, the Medic must pass a Morale Check rolled with 2d6. Two is subtracted from the roll if the Medic is in terrain with a positive TM.

If the Medic passes the MC, one SMC is healed or one MMC/SMC is rallied. Only one roll is conducted. A Shaken Medic that Self-Rallies can, in the same Rally Phase, attempt to heal another SMC (including himself) or rally one MMC/SMC; in which case two rolls are performed.

There is no penalty for failing the MC, but the Medic cannot perform any function

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in that Rally Phase if he fails the MC. A wounded Medic can heal other units (and himself) as long as he is in GO.

Medics are NME units. If all friendly MMCs and Melee-eligible SMCs in the same hex as a Medic are eliminated, the Medic is removed from play.

11.4 SNIPERS



Snipers have no Movement Factor and are not initially placed on the Map. Once the scenario starts, the Sniper's owner can place the Sniper at any time in any hex whose terrain has a positive TM, as long as enemy units do not currently occupy that hex.

Once placed, the Sniper cannot move. The Sniper can immediately attack any spotted enemy hex within its LOS utilizing the Direct Fire Combat routine. The Sniper, however, rolls 2d6 for its attack instead of 1d6.

If there are multiple units in the target hex, randomly determine which target the Sniper attacks. The Sniper's attack only affects one unit.

Example: If the Sniper declares an attack against a hex containing an enemy Squad and a Leader, the players randomly determine which unit the Sniper attacks.

Snipers can be fired on like any other unit, but double their hex's TM (up to +8, see 5.5) when rolling against incoming attacks from all units except Artillery/Mortar barrages and enemy Snipers. Snipers can stack with MMCs and other SMCs, but forfeit their special TM when doing so. When stacked with MMCs or other SMCs they can attack in the same

impulse as them, but fire separately within the impulse.

Snipers are NME units. If during Melee all friendly MMCs and Melee-eligible SMCs in the same hex as a Sniper are eliminated, the Sniper is removed from play.

11.5 ARMOR LEADERS



Armor Leaders are like regular Leaders, with a Morale and Leadership Modifier, but they have no Movement Factor.

Armor Leaders are unique in that they share the fate of the tank they command. They cannot be wounded, but rather are Shaken, which represents the Shaking of the tank's Crew. Their LM only affects their tank/vehicle's attacks.

If an Armor Leader is forced to abandon his vehicle, he is removed from the Map.

Armor Leaders can only rally the tank they are commanding. Tanks with an Armor Leader assume the Leader's Morale for all purposes and subtract the Leader's LM from the die-roll when rallying or performing Damage Checks.

Vehicles with Leaders check DFT results under the appropriate column on the DFT—armored Vehicles or Unarmored Vehicles—NOT the Good Order SMC column.

The Armor Leader's LM rating can be subtracted from to-hit rolls and added to machine-gun attack die rolls (but not HE-equivalent attack die-rolls). He can affect both in the same turn.

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Armor Leaders can activate vehicles (but not MMCs/SMCs) in adjacent hexes.

11.6 SCOUTS



Scouts are SMCs that have a few special abilities. They can use Stealth Movement (see 6.4). They subtract two (-2) from their spotting die-rolls. After using half of their MF they can fire without subtracting two from their FP or adding +1 to an OFT SW's to-hit roll. They can assist in crewing a SW, but lose all Scout abilities listed above when doing so. In Melee, Scouts fight as a 0-FP MMC (8.3).

Units moving with a Scout (i.e., stacked with and during the same impulse) pay only 1 MP per Heavy/Light Jungle, Forest, Light Woods, Wheatfield, or Tall/Kunai Grass hex entered.

Scouts can call-in off-board Artillery fire and onboard Mortar fire, including Starshells (20.2).

12.0 Skills



Skills bestow unique characteristics on the SMC or MMC that possesses it. Place the Skill counter under the unit that possesses it. Some Skills bestow traits or advantages that can only be used once. Others give benefits that last for the entire scenario, and still others equip the owner with unique weapons or items. Each Skill's trait and when/how it can be used are explained on the Skills Player Aid.

In most scenarios, Skills are pre-assigned in the Order of Battle (OOB) to the Leaders, Heroes or MMCs. If a unit is

not assigned a Skill or does not draw one during creation (Heroes, 11.2) it does not possess a Skill.

Place all Skill counters that are not assigned in a scenario's OOB in an opaque cup, to be picked during Hero Creation (11.2). Used Skills (those that are single-use only or from a deceased SMC/MMC) go back into the cup.

13.0 National Characteristics

The National Characteristics of each side are listed in the module-specific rules.

Example of Play: Basic Infantry Combat

The following is an example of play of infantry combat in the Lock 'n Load Tactical system. It details the basics of all three phases of a turn. In this situation, a group of units from the American 82nd Airborne is attempting to take a German-held position. Two Squads of a German platoon, commanded by Lt. Koch, is holding a Light Construction (LC) Building in hex D6; they have a supporting Squad with a MG34 Support Weapon, and a 50mm Mortar Weapon Team dug-in in Foxholes in the Low Crops near the LC Building. The Americans, commanded by Lt. Clarkson, have four platoons, two armed with a BAR Support Weapon, and a Medic (see Figure 1).

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Figure 1



Turn 1 Rally Phase

Almost all scenarios begin with a side designated as having the initiative, but here we will roll for it. The players each roll 1d6; the higher result wins the initiative. The German player rolls a 3 and the American player rolls a 5; American initiative. The Americans go first, but neither side has anyone to rally and no unit is in a position to swap or pick up a Support Weapon (SW).

Turn 1 Operations Phase

The Americans get the first impulse. Although the American player can see the German units on the Map, none of them are spotted yet, so they cannot be fired on. The American player activates Lt. Clarkson's hex, F7. Lt. Clarkson makes a spotting attempt against hex C6, a Low Crops hex containing a German Squad armed with a MG34. The intervening two hexes are both Clear, and Low Crops is degrading terrain, so the American player needs to roll 1-3 on 1d6 to spot the hex; and Lt. Clarkson's Leadership

Modifier (LM) of 1 is subtracted from the 1d6 roll. The American player rolls a 3 ($3 - 1 = 2$), and thus hex C6 is Spotted (with a marker) and Lt. Clarkson is marked Ops Complete, but he can still add his LM to fire against the just-spotted hex, and he can activate units in adjacent hexes during this same impulse.

The pair of Airborne Squads in F7 open fire on the German Squad in the just-spotted hex, C6. It's three hexes away, within their range of 5. One Squad leads the fire, with its full Inherent Firepower (IFP) of 2, and the second Squad adds half of its IFP (half of 2 = 1); Lt. Clarkson's LM (1) is also added to the attack, for a total FP of 4 ($2 + 1 + 1$). No other Die-Roll Modifications (DRMs) on the Direct Fire Table (DFT) affect the fire. The American player rolls 1d6 + 4. The German player rolls 1d6 + the Target Modifier (TM) of the hex, which is 0 for the Low Crops and +1 for the Foxholes; thus 1d6 + 1.

The American player rolls a $5 + 4 = 9$
The German player rolls a $2 + 1 = 3$

The German player now performs a Damage Check (DC) by rolling 1d6 and adding the difference between the American's modified die-roll (9) and his modified die-roll (3)—thus, 6—and checking the DFT under the appropriate column; in this case, under the Good Order MMC column. (If more than one unit was in the hex, a DC 6 would be rolled for each unit.)

The German player rolls $4 + 6$, for a total of 10. The Squad's Morale is 5. Since 10 is greater than or equal to the Morale of 5, the Squad suffers Casualties; it is replaced with a Shaken Half-squad.

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All three American units in Lt. Clarkson's hex, F7, are now marked as Fired, and the Ops Complete marker is removed from Lt. Clarkson (see Figure 2).

Figure 2



The Fired marker on Lt. Clarkson and his two Squads means his hex, F7, a Light Woods hex, degrading terrain, is now spotted. Since Lt. Clarkson, and all Leaders, can activate units in adjacent hexes, the American impulse continues. Knowing there are still plenty of Good Order Germans out there, the American player chooses to pass instead, saving the Squad in F8 for a later impulse.

The German player activates his 50mm Mortar Weapon Team (WT) in hex C7. The Mortar has a range of 2-30 hexes so it can still fire at the Americans that are 3 hexes away. The WT meets range (3 hexes) and LOS (clear) requirements to the Americans that just fired from hex F7 (degrading-terrain hex spotted due to the Fired marker).

A Mortar attack is resolved exactly like the previous fire attack, but 2d6 is rolled and the player chooses the best (highest) result and adds the Mortar's IFP (2) to the higher die result. The American player rolls 1d6 and adds the TM of the Light Woods in the hex (+1).

The German player rolls a 3 and 4; he chooses the 4, and thus has a modified die-roll of 6 (4 + 2). The American player rolls a 5 + 1, for a modified die-roll of 6. The results are equal so the Mortar attack has no effect. The Mortar is marked with a Fired marker and hex F7 is marked with a Fired For Effect marker; if any unit (German or American) enters the hex later this turn it will be subject to a Mortar attack.

It's now the American player's impulse. He decides to take a gamble and attempt to advance on the Mortar position with the Squad in F8. The Squad enters E8 without receiving Opportunity Fire (OF) from any German units, but when it enters hex D8 fire erupts from the LC Building in hex D6.

The German player adds the IFP of the lead Squad in the hex (1) plus $\frac{1}{2}$ the supporting Squad's IFP rounded up (1: $\frac{1}{2}$ of 1 rounded up) plus Lt. Koch's LM (1) plus 1 more because the American Squad is currently moving, thus a total FP of 4 (1 + 1 + 1 + 1). The Americans are caught out in the open, have no defensive TM, and thus have no die-roll modifier.

The German player rolls a $6 + 4 = 10$
The American player rolls a $2 + 0 = 2$

Damage Check 8 ($10 - 2$) coming up!
Ouch. The American player rolls a $1 + 8 = 9$. Nine (9) is > the Squad's Morale of 6, and on the DFT, this causes the Squad

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to be Shaken. They cannot continue moving, and are marked with a Moved marker.

But wait! Since the American player rolled a 1 on a MMC's DC, there's a chance that a Hero may be spawned from the Shaken Squad. The player rolls again, and if the result is even, a Hero is spawned.

The player rolls a 4, and a Hero is spawned. A Hero from the 82nd Airborne and a Skill counter from the cup is randomly chosen.



The Hero Layer and the Deadly Skill counter are picked and placed in the hex (D8) with the Shaken Squad. Since the Shaken Squad that spawned the Hero had only expended 2 Movement Points (MPs), Layer can continue moving, up to his MF of 6—leaving the Squad behind. Heroes need to act like Heroes, and Layer jumps into the adjacent Foxholes with the German Mortar WT.

Melee is odds-based. The FP of the attacker and defender are determined and compared as odds. Layer has an IFP of 2, and he has the Deadly Skill, which adds one (+1) to his FP; thus he has a total FP of 3. The German Mortar, being a non-MG WT, defends (and cannot counterattack) with a nominal FP of 1. The odds are 3:1 in favor of Layer. But in Melee, if a side has a Hero, the odds are shifted one column in their favor during the attack (not during the defender's counterattack), thus the odds shift to 4:1. The American player needs to roll \geq to the 4:1 Kill Number, which is 4, with 2d6. The player rolls a 7 and the German WT is eliminated. If the German WT had

been a MG WT, a MMC or Melee-eligible SMC, it would get to counterattack. Since they cannot, the WT is removed from the Map and Layer is left in the hex under a Melee marker (see Figure 3, p.36).

Figure 3



On his impulse, the German player passes.

Then the American player Assault Moves (AMs) the Squad with the BAR SW in F5 into hex E5, spending only 1 of the 2 MPs it can move using AM (half its MF of 4); it is placed under an AM marker. There are no Germans to Op Fire on the paras, so the Americans fire on the Germans in the LC Building in D6. The Squad has an IFP of 2 and the BAR's FP of 1. Being adjacent to their target, they add an additional +2 DRM, for a total of 5 ($2 + 1 + 2$), but firing after using AM subtracts two (-2) from the total FP of the unit (or stack, when applicable); thus the total FP is 3, and they roll 1d6 + 3. The Germans, in a LC Building with a TM of +3, also roll 1d6 + 3.

The American player rolls a $5 + 3 = 8$

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The German player rolls $4 + 3 = 7$

Damage Check 1 ($8 - 7 = 1$). All German units must roll for a DC 1, as described earlier, rolling for the Leader, Lt. Koch first. With a Morale of 7, he cannot be Shaken by a DC 1. His LM of 1 is then subtracted from the DC for the two Squads. The first passes, with a 3, but the second rolls a 6, which is higher than its Morale of 5, and it is Shaken—the counter is flipped. A Fired marker is placed on the American Squad; the AM marker remains.

Having no units left to activate, the German player passes. The American player then moves his Medic from F8 up to D8, in order to assist the Shaken Squad there during the Rally Phase at the start of the next turn (see Figure 4). Since all units have activated, the Operations Phase ends.

Figure 4



Turn 1 Administrative Phase

All Fired, Moved, Assault Move, Spotted, FFE and Melee markers are removed.

Turn 2 Rally Phase

Roll for initiative. Both players roll a 5, thus the initiative stays with the side that had it on the last turn; American initiative. The Medic in hex F8 can attempt to rally the Shaken Squad. To do so, the Medic, not the Squad, has to pass a Morale Check (MC). Since the Medic is in Clear terrain that provides no TM, there is no DRM; he must roll ≤ 6 (his Morale) with 2d6. He rolls an 8 and the Squad remains Shaken—and exposed in the open.

The German player now makes his rally attempts. Of his two Shaken MMCs, only the Squad in the hex with Lt. Koch can perform a rally attempt. The Shaken Squad has a Morale of 5, but 1 can be subtracted from the roll because of Lt. Koch's LM and 2 can be subtracted because they are in a LC Building, which has a +TM; thus the Shaken Squad will rally on a 2d6 roll of ≤ 8 . The German player rolls a 10, however, and the Squad remains Shaken.

Turn 2 Operations Phase

It's the American player's impulse, and he has important decisions to make. Two of his Squads are exposed, but the Germans don't have much Good Order FP on the Map. This basic infantry example ends here, but play it out and see if the Americans can take that LC Building in D6, though.

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Glossary

1d6: Roll of one die
2d6: Roll of two dice
AP: Administrative Phase
APC: Armored Personnel Carrier.
AM: Assault Move
ATG: Anti-Tank Gun
ATR: Anti-Tank Rifle
BC: Bailout Check
CA: Close Assault
DC: Damage Check
DFT: Direct Fire Table
DRM: Die-Roll Modification
DT: Double-time
FFE: Fire For Effect
FP: Firepower
GO: Good Order
HC: Heavy Construction (Building)
HEAT: High Explosive Anti-Tank
HE: High Explosive
IB: Identification Badge
INFANTRY: Generic term that includes all MMC and SMC counters.
IFP: Inherent Firepower; the FP printed on a counter. **Example:** a U.S. Army Squad's IFP is 2.
KN: Kill Number (Melee)
LC: Light Construction (Building)
LC: Low Crawl (Movement)
LM: Leadership Modifier
LOS: Line of Sight
LR: Leadership Range
MAV: Modified Armor Value
MF: Movement Factor
MG: Machine Gun—normally interchangeable with LMG, but also used to denote machine-gun Weapon Teams (3/4" counters).
MMC: Multi-Man Counter (Squad, Half-squad, Crew, Weapon Team)
MC: Morale Check
MP: Movement Point(s)
MPV: Modified Penetration Value
MT: Melee Table

NME: Non-Melee Eligible
O: Denotes an Off-road vehicle.
OC: Operations (Ops) Complete
OF: Opportunity Fire
OFT: Ordnance Fire Table
OP: Operations Phase
ORDNANCE: Ordnance is a weapon that has a to-hit table on the back of the counter. They include Support Weapons (Bazooka or Panzerfaust), Weapon Teams (75mm ATG), and vehicle-mounted weapons (M4A1 tank's 75mm cannon). These weapons use the OFT to determine modifications to their To Hit die rolls.
P: Denotes a vehicle that can carry passengers inside—up to one Half-squad, one SW, and one SMC.
PO: Denotes a vehicle that can carry passengers outside—up to one Half-squad, one SW, and one SMC.
PP: Denotes a vehicle that can carry passengers inside—up to one Squad, two SWs, and two SMCs.
PPO: Denotes a vehicle that can carry passengers outside—up to one Squad, two SWs, and two SMCs.
R: Denotes a Road vehicle.
RP: Rally Phase
RPG: Rocket-Propelled Grenade
RR: Recoilless Rifle
SMC: Single-Man Counter (Leader, Hero, Sniper, Medic)
SR: Self-Rally
SSR: Special Scenario Rule
SM: Stealth Movement
SW: Support Weapon
T: Denotes a Tracked vehicle.
TEC: Terrain Effects Chart
TM: Terrain Modifier, also known as terrain Target Modifier
UNIT: Generic term that includes all moveable units—tanks, MMCs, etc.
VP(s): Victory Point(s)
WT: Weapon Team

LOCK 'N LOAD TACTICAL v4.1 WORLD WAR II ERA EDITION RULES

DFT Die-Roll Modifications

Circumstances	Effect on Die-Roll
Leadership Modifier (5.0.1)	+ Leadership (LM)
Target Unit is adjacent (5.0)	+2
Target is a non-vehicle unit marked with a Moved or Assault Move marker or currently moving (not Low Crawling or Stealth (6.0))	+1
Per degrading-terrain hex through which the LOS passes (maximum of two; a third degrading hex blocks LOS, 10.0)	-1
Target unit is a vehicle currently moving or marked with Moved or Assault Move marker (15.1, 15.2, 19.1)	-1
Attacking unit is a passenger on (not in) non-moving vehicle (16.2) or in (firing out of) a hex containing Smoke (7.0)	-1
Vehicle-mounted MG firing after vehicle pivots in hex without moving to a new hex.	-1
Attacking unit is a passenger on (not in) moving vehicle (16.2)	-2
Vehicle mounted MG firing after Assault Movement (15.2). Eligible MMC or SMC firing after Assault Movement (per stack 6.1)	-2
Firing during a night scenario at a unit that is either not within two hexes or not illuminated by a Starshell (20.2)	-3
Defending unit's die-roll modifications per Target Terrain (5.0) See TEC - Maximum Terrain Target Modifier is +4	+/- TM

Combined Fire: Only units in the same hex can combine fire simultaneously against enemy units in one hex. The 'lead' unit fires at full IFP while each additional MMC fires at 1/2 IFP (exception: Satchel Charges, MGs, Flamethrowers, Heroes, US Glider Squads).

Opportunity Fire: Units not marked with a Moved, Low Crawl or Fired marker can Opportunity Fire at moving enemy units in their unblocked LOS. Low Crawling targets must be spotted. A unit moving into a hex with a MP cost greater than 1 can be subjected to Op Fire attacks equaling the MP cost of the hex.

Ops Complete MMCs, SWs and vehicle MGs fire with a -1 FP penalty (exception: at a hex just spotted in the same impulse).

Assault Move & Fire: Units with a red background MF (and vehicles/Leaders) can move 1/2 MF and later fire with a -2 FP (per stack). Cannot use AM to Melee

Ordnance Fire Table (OFT)

Firing Weapon	Die-Roll Modification	Target	Die-Roll Modification
Armor Leader Leadership (11.5)	- Leadership	Adjacent (5.0)	-2
Vehicle is Open (15.0)	-1	Marked with a Moved or Assault Move (6.0, 6.1)	+1
Turreted weapon firing outside covered arc. Did turret pivot in order to bring its gun to bear on the target?	+1	In Terrain with a Target Modifier (5.0)	As Per TEC (Maximum of +4)
MMC/SMC Marked with an Assault Move marker firing a Support Weapon (6.1)	+1		

Support Weapons

Portage and Usage (1.6)*

Medics, Armor Leaders and Snipers can't fire or carry a SW

	Units	Can Carry	Can Fire
Per hex of degrading terrain the LOS crosses between the attacker and target (Maximum two hexes) (10.3)	+1		
Firing out of a hex containing a Smoke marker (7.0)	+1	Squad	2 Support Weapons 1 SW + IFP or 2 SW and forfeit IFP
SMC (not a Hero) firing a Support Weapon (1.6)	+1	Half-squad / Crew	1 Support Weapon 1 SW and forfeit IFP
Weapon Team or non-turreted vehicle pivoting to fire outside covered arc (i.e., for Opportunity Fire), or turreted vehicle pivoting chassis. Not moving to a new hex.	+1	SMC	1 SW, reduces move by 2 1 SW at half SW's FP* (rounded up)
Mounted on a vehicle using Assault Movement (15.2), or an Ops Complete Vehicle.	+2		* Note: Two SMCs can fire a SW at the SW's full FP. Inherent FP = IFP
AA unit firing at a flying airplane (19.0)	+2		
Firing during night scenario at a unit that is either not within two hexes or not illuminated by a Starshell (20.2)	+3		*Support Weapon Note: The first attack with a 'Captured' Support Weapon (by an MMC, SMC, or two SMCs) that fails to cause a Damage Check on the DFT or score a hit, if using the OFT, removes the Support Weapon at the conclusion of the attack. Two SMCs can fire a SW without penalty, except as noted above.

LOCK 'N LOAD TACTICAL v4.1 WORLD WAR II ERA EDITION RULES

DFT Die-Roll Modifications

	Good Order MMC	Shaken MMC	Good Order SMC (not a Hero)	Hero or Shaken SMC	Armored Vehicle Armor Leader	Unarmored Vehicle
Die-Roll ≤ Morale	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
Die-Roll > Morale and < 2x Morale	Shaken	Casualties	Shaken	Casualties	Shaken	Shaken
Die-Roll ≥ 2x Morale and < 3x Morale	Casualties	Casualties	Wounded	Wounded	Shaken	DESTROYED
Die-Roll ≥ 3x Morale	ELIMINATED	ELIMINATED	ELIMINATED	ELIMINATED	Abandoned	DESTROYED



Shaken: A Shaken unit flips its counter to its Shaken side (exception: most vehicles are marked with a Shaken marker, but if the vehicle has a Shaken side, flip it). A Shaken unit can return to Good Order by passing a rally attempt (3.0) in an ensuing Rally Phase. All vehicles AND SMCs can Self-Rally. Shaken units cannot fire their Inherent Firepower (IFP) or Support Weapons. Shaken units cannot advance toward an enemy unit in their Line of Sight. If engaged in Melee, and there are no other Melee-eligible friendly units in the hex, they are automatically eliminated (note: vehicles do not Melee).

Shaken Leaders cannot rally troops, but can attempt to rally themselves. Shaken Leaders cannot use their Leadership for any function. Shaken Medics cannot heal units (or themselves). Shaken Snipers cannot snipe, but can Self-Rally. Heroes never Shake. Shaken vehicles must button, halve their MF (fractions round up) and cannot fire any of their weapons. Shaken vehicles receiving another Shaken result are Abandoned.

Abandoned: Abandoned vehicles are just that; Abandoned. Place an Abandoned marker on the vehicle. It cannot move or fire for the remainder of the scenario. Place a Shaken Crew under a Moved marker in the Abandoned vehicle's hex. Passengers of Abandoned vehicles disembark and make a Morale Check. Mark disembarking units with a Moved marker.

Destroyed: Destroyed vehicles are replaced with a Wreck marker. Both passengers and Crew must take a Bailout Check (see sections 15.4, 16.1.1 and 16.2)

Casualties: Replace a Squad with a Shaken 1/2 Squad. Eliminate a 1/2 Squad or Weapon Team.



Wounded: Unit must stop movement. Flip the SMC to Shaken side (Hero excepted; flip a Hero to its wounded side) and mark it with a Wounded marker. Leaders have their Morale, Leadership Modifier and Leadership Range decreased by one (i.e., they can only activate units in the SMC's hex). Units under a Wounded marker who are wounded again are eliminated. Medics can heal wounded units.



Hero Creation: A Hero might be created during play when a one (1) is rolled during an Squad or 1/2 Squad's (but not Weapon Team's) Damage Check caused by enemy fire. Roll the die again. If an even number is rolled, a Hero is created in the hex. Randomly pick a Hero and Skill (see Heroes 11.2)

Heroes shift Melee odds one column to the right (in addition to their FP) when attacking (not defending).

Melee Table (8.0)

Odds Ratio	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	5:1
Kill number	11	10	9	8	7	6	5	4	3

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

Image	Map Terrain	Type	Movement Cost (P = Prohibited)				Target Modifier	Obstacle Height
			T	O	R	Leg		
	Bocage	Blocking	+9*	P	P	+4*	+3	Level-1
	Bridge	See Notes	1	1	½	1	See Notes	Level-0
	Brush/Flowers	Degrading	1	1	2	1	0	Per terrain height
	Cemetery	Degrading	P	P	P	1	+2	Per terrain height
	Clear	Open	1	1	2	1	0	Level-0
	Forest	Blocking	P	P	P	2	+2	Level-2
	Hedges	Blocking	+0	+3*	+4*	+1*	0	Per terrain height
	Hill	Per hex terrain and rules	Per hex terrain +1 MP to move to higher Level +2 MP to move 'R' to higher Level				+1 against direct fire from a lower Level.	Per terrain height
	Light Woods	Degrading	4	6	8	2	+1	Level-1
	Low Crops	Degrading	1	1	3	1	0	Per terrain height
	Marsh	Degrading	P	P	P	2	+1	Level-0
	River	Open	P	P	P	P	0	Per terrain height
	Road	Open	1	1	½	1	0	Per terrain height
	Stone Building (Heavy Construction)	Blocking	P	P	P	2	+4	Level-1 or -2
	Wall	Blocking	+1*	P	P	+1*	+1	Per terrain height
	Wheat Field	Blocking	2	2	6	2	0	Per terrain height
	Wooden Building (Light Construction)	Blocking	6	12	P	2	+3	Level-1
Image	Unit Counter	Type	T	O	R	Leg	Target Modifier	Obstacle Height
	Bunker/Foxholes	Per hex terrain	Per terrain in hex				As per counter	Per terrain height
	Mines	Per hex terrain	Per terrain in hex				As per counter	Per terrain height
	Rubble	Degrading	4	P	P	3	+3	Level-1
	Smoke	Blocking	As per other Terrain in hex				+1	Level-2
	Wire	Open	2	4	6	4	0	Per terrain height
	Vehicle or Wreck	Degrading	As per other Terrain in hex				+2	Per terrain height

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

Image	Notes
	See 10.5 in the <i>Heroes of Normandy</i> Module Rules. *Denotes cost to cross the hexside
	If LOS crosses the Bridge bordering a Wall, the TM and LOS restrictions are the same as Wall. When traced down the length of the Bridge, the terrain is Open.
	Negates +1 Moving or Moved marker penalty for target unit.
	None.
	None.
	No vehicles unless on Road. More than four tree illustrations.
	Blocks LOS traced through or along the Hedge from same Level to same Level, with the following exceptions: 1) Doesn't block LOS to a hex in which the hex forms a hexside, 2) when traced FROM a hex through a Hedge that forms one of the hex's sides, or 3) when the LOS is traced from the firing hex along a Hedge that connects the firing hex to the target hex. For example: LOS from 15K1 to 15L3 is not blocked. Negates movement modifier against direct fire traced across Hedge hexside. No modifier against indirect fire. *Denotes cost to cross hexside.
	Movement Point (MP) cost is per other terrain in hex: +1 MP to move one Level higher, +2 to move two Levels higher (in one hex); and +1 MP to move down two Levels (in one hex). Moving up or down three Levels from one hex to another is prohibited; these are Cliffs. No modifier against indirect fire (18.0). There are no Hills in <i>Heroes of Normandy</i> , but they may appear in expansion modules.
	Contains four tree silhouettes; none touch.
	Negates +1 Moving or Moved marker penalty for target unit.
	Weapon Teams cannot enter.
	Cannot be crossed except by a Bridge.
	Ignore terrain in hex when moving from one contiguous Road hex to another.
	Dark grey/black roof. Heavy Construction (HC) Building hexes have a red dot in center. Three-hex or larger HC Buildings are two-story Buildings. Second floor: units are at Level-1; roof at Level-2. Costs 2 MPs to change Levels in same hex. Stacking limitations apply to each Level.
	Blocks LOS traced through or along the Wall from the same Level to the same Level. Doesn't block LOS to a hex in which the Wall forms a hexside, when traced FROM a hex through a Wall that forms one of the hex's sides, or when the LOS is traced from the firing hex along a Wall that connects to the target hex. For example: LOS from 15K5 to 15L7 is not blocked. No modifier against indirect fire. TM is in addition to other terrain in hex. *Denotes cost to cross hexside. Only subtract 2 from rally roll (3.0) IF all potential enemy fire would cross the Wall hexside(s).
	Negates +1 Moving or Moved marker penalty for target unit.
	Reddish-brown roof (exception: 18I2). Light Construction (LC) Building hexes have a black dot in center. "T and O" class vehicles with frontal armor > 3 can enter LC Buildings. This Rubbles the hex. Roll 2d6: If the number is > the vehicle front armor, the vehicle is Abandoned in the Rubbled hex. A die-roll of 12 always causes Abandonment.
Image	Notes
	Units in Foxholes can be spotted per the rules of their hex terrain. A Bunker is a separate hex within the hex it resides. For spotting, a Bunker is blocking terrain, although it does not actually block LOS. Costs 2 MP to enter/leave a Bunker.
	Mines attack open and buttoned armor with its FP + 1d6 versus the target unit's lowest armor value + 1d6. If no FP listed on counter, Mines attack with 1 FP.
	Degrades LOS through any portion of the Rubbled hex. LOS down edge of hex is not degraded.
	Blocks LOS through hex or traced down edge of hex.
	None.
	Degrades LOS through any portion of the vehicle/Wreck hex. LOS traced down the edge of the hex is not degraded. TM applies to other units in hex, not units on the vehicle. Only one Wreck per hex.

ASSAULT ON VIERVILLE



VIERVILLE, FRANCE; JUNE 7TH, 1944

The French village of Vierville straddled the road from Utah Beach to St. Come du Mont—a location key to the Americans and Germans alike. The Yanks captured Vierville on June 6th, 1944, but on June 7th, most of the 2nd Battalion of the 506th Parachute Infantry Regiment vacated the town, leaving only a small holding force from the 1st Battalion to guard the village. It was then the Germans decided to mount a counterattack. The battle was a wild free-for-all as first one side and then the other sent reinforcements; and although the Germans briefly recaptured most of Vierville, by the end of the day the American paratroopers had driven them out.

— Mark Walker

ORDER OF BATTLE



AMERICANS

Elements 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division: set up first in or within three hexes of 15H6, inclusive:

- 2 x 2-5-4
- 1 x 1-4-4
- 1 x M1919A4
- Cpl Medrow
- Sniper (as per 11.4)



GERMANS

Elements of 1058th Grenadier Regiment: enter on Turn 1 as per SSR 3:

- 3 x 1-6-4
- 1 x 1-5-4
- 1 x MG42
- 2 x MG34
- Lt Plassmann
- Lt Koch
- Medic

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 15; hexrow xx1 is the north edge.

SCENARIO LENGTH

Six Turns. The German player has the initiative on Turn 1.

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

VICTORY CONDITIONS



To win, a side must control (22.1) four Building hexes within three hexes of 15H7 at the end of the scenario. Any other outcome is a draw. The Americans control all the Building hexes at the start of the scenario.

SPECIAL SCENARIO RULES

1. All Buildings are Level-1.
2. The German 1058th Grenadiers' point of entry is randomly determined. Before the first German impulse on Turn 1, roll 1d6: if the number rolled is 1-2, the Germans enter via the east edge; 3-4, the north edge; and 5-6, the west edge. The German player never enters via the south edge.

EVENT MARKERS



Place Event Marker A (Occupation) on hex 15J5. German activation only. When activated, remove Event Markers A and B and read Paragraph One.

Place Event Marker B (Occupation) on hex 15F5. German activation only. When activated, remove Event Markers A and B and read Paragraph One.

PARAGRAPHS

STOP! PLEASE DON'T READ AHEAD!

DO NOT READ THESE PARAGRAPHS UNTIL INSTRUCTED TO BY THE SCENARIO!

Paragraph One

On the outskirts of the city your scout spots the dusty field gray of the Wehrmacht. Reinforcements! Beginning in the next friendly impulse, the German player can bring on 4 x 1-6-4, 1 x MG34, 1 x MG 42, and Sgt. Baumann (with Assaulter Skill) via any Map edge except the south edge. All units must enter via the same edge, and follow normal activation rules during entry. That's the good news. The bad news is that the scout reports an American column hot on the Germans' heels. In any friendly impulse AFTER the first German reinforcement unit enters the Map, the American player can bring on Major Tom, 1 x 2-5-4, Hero Hird (no Skill), and 1 x BAR via any Map edge adjacent to the edge from which the German units enter (including the south side). All units must enter via the same edge, and follow normal activation rules during entry.

REJOINING THE REGIMENT

FRANCE; JUNE 6TH, 1944

During the initial hours of the Allied invasion, widely scattered German forces confusedly rushed to consolidate and defend key positions. They often encountered advancing Allied troops or airborne units along the way. Often, these “German” troops weren’t German at all, but Russians and other POWs pressed into military service. In this scenario, the fleeing remnants of an infantry platoon of the 795th Ost Battalion must break through a roadblock set up by a detachment of

the 506th PIR to rejoin their parent regiment, before American reinforcements arrive.

Doug Miller

ORDER OF BATTLE



AMERICANS

Roadblock detachment; set up in any of hexes G6 through G8, H6 through H8, or I6 through I8:

- 1x 2-5-4-6
- 1x 1-4-4-6
- 1x BAR
- 1x M1919A4
- 1x Hero - Hird
- Cpl Medrow



GERMANS

Infantry platoon remnant units; enter on Turn 1 from hex H1:

- 2x 1-6-4-5
- 3x 1-5-4-5
- Sgt. Baumann
- Lt. Plassmann
- 1x MG34

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 15; hexrow xx1 is the north edge.

SCENARIO LENGTH

5 Turns. The German player has the initiative on Turn 1.

VICTORY CONDITIONS



The German player must exit **at least** one full squad, two half squads and one leader off the south edge of the map via hex H8 by the end of turn 4. The German player must attempt to exit all his squads, leaders, and weapons if possible – only shaken units can remain behind. Any other result is an American victory.

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

WWII ERA SKILLS



ASSAULTER

Leader

Units in the same hex with this Leader are given Assault Movement capabilities as defined in 6.1.

SQUAD



RANGE
FIREPOWER

HALF SQUAD



MOVEMENT FACTOR
(Red Square Indicates
Assault Movement Capable)

SCOUT



SELF RALLY MORALE

LEADER



LEADERSHIP
MOVEMENT FACTOR

SUPPORT WEAPON



RANGE
FIREPOWER

WEAPON TEAM



RANGE
MOVEMENT FACTOR

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

Circumstances	Effect on Die-Roll
Leadership Modifier (5.0.1)	Add to die-roll
Target is non-vehicle unit marked with Moved or Assault Move marker or currently moving (not Low Crawl/Stealth) (6.0)	+1
Target unit is vehicle marked with Moved, Assault Move, or currently moving, or target is helicopter in Hover mode (15.1, 15.2, 19.2)	-1
Target is Helicopter in Flying Mode (19.2)	-2
Attacking unit is Helicopter in Flying Mode (19.2)	-2
Firing during a night scenario at a unit that is either not within two hexes or not illuminated by a Starshell (20.2)	-3
Target Unit is adjacent (5.0)	+2
Per degrading-terrain hex through which the LOS passes (maximum of two - a third degrading hex blocks LOS, 10.3)	-1
Attacking unit is a passenger on (not in) non-moving vehicle (16.2) or in (firing out of) a hex containing Smoke (7.0)	-1
Attacking unit is a passenger on (not in) moving vehicle (16.2)	-2
Vehicle-mounted MG firing after Assault Movement (15.2). Eligible MMC or SMC firing after Assault Movement (per stack (6.1))	-2
Vehicle-mounted MG firing after vehicle pivots in hex without moving to new hex.	-1
Defending unit's die-roll modifications (per Target Terrain) (5.0)	+- Target Modifier (See TEC)

ORDNANCE FIRE TABLE (OFT)

Firing Weapon	Die-Roll Modification	Target	Die-Roll Modification (DRM)		
Mounted on a vehicle using Assault Movement (15.2) or an Ops Complete Vehicle/Helicopter.	+2	Marked with a Moved, or Assault Move marker (6.0, 6.1)	+1		
Turreted weapon firing outside covered arc. Did the turret pivot in order to bring its gun to bear on the target?	+1	Adjacent (5.0)	-2		
Weapon Team or non-turreted vehicle pivoting to fire outside covered arc (i.e. for Opportunity Fire), or turreted vehicle pivoting chassis. Not moving to new hex.	+1	In Terrain with a Target Modifier (5.0)	As Per TEC		
Firing Captured SW (1.6)	+1	Helicopter In Hovering Mode (19.2)	+1		
Vehicle is Open (15.0)	-1	Helicopter In Flying Mode (19.2)	+2		
Armor Leader's LM (11.5)	- (LM)	Support Weapon (SW) Portage and Usage (1.6)			
MMC/SMC Marked with Assault Move Marker firing Support Weapon (6.1)	+1	Unit	Can Carry	Can Fire	
SMC (not Hero) firing SW (1.6)	+1	Squad	2 SWs	1 SW + IFP or 2 SW and forfeit IFP	
Firing during night scenario at a unit that is either not within two hexes or not illuminated by a Starshell (20.2)	+3	Half-squad / Crew	1 SW	1 SW and forfeit IFP	
Per hex of degrading terrain the LOS crosses between the attacker and target (Maximum two hexes) (10.3)	+1	SMC	1 SW, -2 from MF	1 SW at half SW's FP (round fractions up)	
Helicopter in Flying Mode (19.2) or AA unit firing at Aircraft (19.1)	+2	Notes: Two SMCs can fire a SW at the SW's full IFP. Medics, Corpsmen, Chaplains, Nurses and Snipers can't fire or carry SWs. The first attack with a "captured" SW that fails to cause a Damage Check on the DFT or score a hit, if using the OFT, removes the SW at the conclusion of the attack.			

MELEE TABLE (8.0)

Odds Ratio	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	5:1
Kill Number	11	10	9	8	7	6	5	4	3

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

DIRECT FIRE TABLE (DFT)

	Good Order MMC	Shaken MMC	Good Order SMC (Not Hero)	Hero or Shaken SMC	Armored Vehicles/Armor Leader	Unarmored Vehicles	Helicopter
Die-Roll \leq Morale	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
Die-Roll $>$ Morale and $< 2X$ Morale	Shaken	Casualties	Shaken	Wounded	Shaken	Shaken	Damaged
Die-Roll $\geq 2X$ Morale and $< 3X$ Morale	Casualties	Casualties	Wounded	Wounded	Shaken	DESTROYED	DESTROYED
Die-Roll $\geq 3X$ Morale	ELIMINATED	ELIMINATED	ELIMINATED	ELIMINATED	Abandoned	DESTROYED	DESTROYED

Shaken: A Shaken unit flips its counter to the Shaken side (Exception: Most vehicles are marked with a Shaken marker, but if the vehicle has a Shaken side, flip it.). A Shaken unit can return to Good Order by passing a rally attempt DR (2d6) in an ensuing Rally Phase. All vehicles and SMCs can Self-Rally. Shaken units cannot fire their Inherent Firepower (IFP) or Support Weapons. Shaken units cannot advance toward an enemy unit in their Line of Sight (LOS). If engaged in Melee, and there are no other Melee-eligible friendly units in the hex, they are automatically eliminated (Note: Vehicles do not Melee.).

- Shaken Leaders cannot rally troops, but can attempt to rally themselves. Shaken Leaders cannot use their LM for any function.
- Shaken Medics, Corpsmen, and Nurses cannot heal soldiers (or themselves).
- Shaken Snipers cannot snipe, but can Self-Rally (SR).
- Heroes never Shake.
- Shaken vehicles must Button, halve their MF (round up fractions) and cannot fire any of their weapons.
- Shaken vehicles that receive another Shaken result are Abandoned.

Abandoned: Abandoned vehicles are just that: Abandoned. Place an Abandoned marker on the vehicle. It cannot move or fire for the remainder of the scenario . . . No one wants to climb into a target. Roll 1d6: if the result is 1, place a Good Order Crew under the vehicle; do nothing on any other result. Passengers of Abandoned vehicles disembark and take a Morale check. Mark disembarking units with a Moved marker.

Destroyed: Destroyed vehicles are replaced with a Wreck counter. Both Crews and passengers must take a Bailout Check (see sections 15.4, 16.1, and 16.2).

Casualties: Replace a Squad with a Shaken Half-squad. Eliminate a Half-squad or Weapon Team.

Wounded: Unit must stop movement. Flip the SMC to Shaken side (Hero excepted; flip a Hero to its wounded side) and mark it with a Wounded marker. Wounded Leaders have their Morale, LM and Leadership Range decreased by one (i.e., they can only activate units in the same hex). SMCs under a Wounded marker who are Wounded again are eliminated. Medics, Corpsmen and Nurses can heal wounded SMCs.

Hero Creation: A Hero might be created during play whenever a one (1) is rolled during a Squad or Half-squad's Damage Check caused by enemy fire. Roll the die again. If an even number is rolled (exception: ARVN, 1 or 2 only), a Hero is created in the hex. Randomly pick a Hero and a Skill (see 11.2).

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

Terrain	Type	Movement Point (MP) Cost (P=Prohibited)				Target Modifier (TM)	Notes		
		T	O	R	Leg				
Stone / Heavy Construction (HC) Building	Blocking	P	P	P	2	+4	Red center dot. Three-hex or larger Buildings are two-story Building modules, Heavy Construction (HC) and Stone Buildings are identical.		
Wooden / Light Construction (LC) Building	Blocking	6	12	P	2	+3	Black center dot. "T" and "O" class vehicles with frontal armor > Rubbled hex; a die-roll of 12 always causes Abandonment. For the		
Bamboo Hut	Blocking	4	9	12	2	+1	A hex with multiple small buildings, and at least one has a circular armor the vehicle is Abandoned in the hex. A die-roll of "12" always		
Walls	Blocking	*+1	P	P	*+1	+1	Blocks LOS traced through or along the Wall from the same Level a hex through a Wall that forms one of the hex's sides, or 3) when blocked. +1 TM against direct fire traced through Wall hexside. No		
Kunai Grass	Blocking	1	1	2	2	0	Negates +1 Moving or Moved marker penalty for target unit.		
Rice Paddy	Open	P	P	P	2	+1	None		
Heavy Jungle	Blocking	P	P	P	2 / 1 for VC	+2 / +3 for NVA or VC	No vehicles unless on Road. Heavy Jungle hexes contain more than		
Light Jungle	Degrading	4	6	8	2 / 1 for VC	+1 / +2 for VC	Light Jungle contains four tree silhouettes per hex. None of the sil		
Brush	Degrading	1	1	2	1	0	Negates +1 Moving or Moved marker penalty for target unit.		
Clear	Open	1	1	2	1	0	None		
Rubble	Degrading	4	P	P	3	+3	Degrades LOS through ANY portion of the Rubbled hex. LOS traced		
Soccer Field	Open	1	1	1	1	0	None		
Soccer Field Stands	Degrading	P	P	P	2	2	Units in stands are considered to be at Level-1.		
Road	Open	1	1	.5	1	0	Ignore terrain in hex when moving from one contiguous Road hex		
Wire	Open	2	4	6	4	0	None		
Hill	Per terrain in hex and rules	Per other terrain				+1 against fire from a lower Level	+1 against direct fire from a lower Level. No TM against Indirect F		
		+1 MP to move to higher elevation							
		+2 MP for 'R' move to higher elevation							
Bunker / Foxholes	Open	As per other terrain				+2 (or +3) / +1	Units in Bunkers and Foxholes can be spotted per the rules of the		
Smoke	Blocking	As per other terrain				+1	Blocks LOS through hex or traced down the edge of the hex.		
Vehicle or Wreck	Degrading	As per other terrain				+2	Degrades LOS through any portion of the vehicle/wreck hex. LOS		
Pool	Open	P	P	P	P	0	None		



Stone (HC) Building



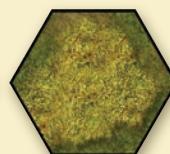
Wooden (LC) Building



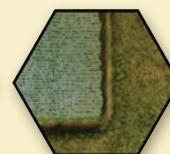
Walls



Bamboo Huts



Kunai Grass



Rice Paddy



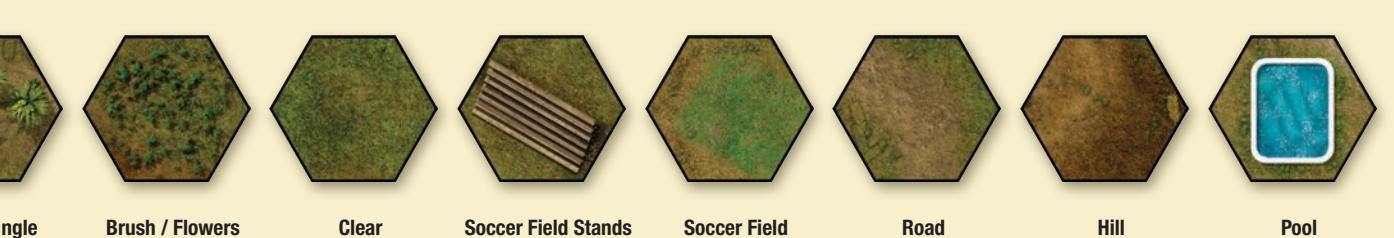
Heavy Jungle



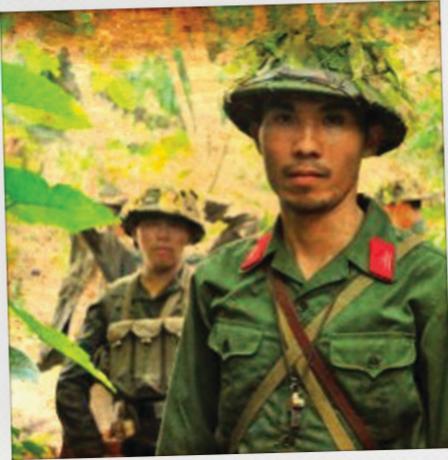
Light Ju

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

	Height as Obstacle	Example
Costs two MPs to change Levels in same hex. Stacking limitations apply to each level. For the purpose of compatibility with previous levels.	Level-1 or -2	2D2
3 can enter LC Buildings. This Rubbles the hex. Roll 2d6: If the number is > the vehicle's front hull armor the vehicle is Abandoned in the hex. For the purpose of compatibility with previous modules, Light Construction (LC) and Wooden Buildings are identical.	Level-1 or -2	1L3
frontal armor > 1 can enter Bamboo Huts. This Rubbles the hex. Roll 2d6 - 2. If the number is > the vehicle front hull armor the vehicle causes Abandonment.	Level-1	1K4
to the same Level, with the following exceptions: 1) Doesn't block LOS to a hex in which the Wall forms a hexside, 2) when traced FROM the firing hex to the target hex, the LOS is traced from the firing hex along a Wall that connects the firing hex to the target hex. For example, LOS from 2E3 to 2G3 is not blocked by TM against Indirect Fire (18.0). TM is in addition to other terrain in hex. * Denotes cost to cross hexside.	Per height of terrain	2D4/D5 Hexside
	Level-1	1F3
	Per height of terrain	1F2
than four tree silhouettes. The silhouettes overlap. Limits stacking to two Squads (or equivalent), two SWs, and two SMCs. NVA ignore this rule.	Level-2	1K7
houettes touch.	Level-1	1I3
	Per height of terrain	1F5
	Level-0	1I6
down the edge of the hex is not degraded.	Level-1	Created during play
	Level-0	3K3
	Level-1	3K4/3L3
to another.	Per other terrain in hex	1H5
	Per height of terrain	Created during play
ire (18.0).	Level-1	1D5
terrain in their hex. Bunkers are treated as if they are a separate hex within a hex for spotting and stacking.	Per height of terrain	Placed in setup
	Level-2	Created during play
traced down the edge of the hex is not degraded. TM applies to other units in hex, not units on the vehicle. Only one Wreck per hex.	Per height of terrain	N / A
	Level-0	3H5



THE WEAPONS CACHE



NEAR NHA TRANG; AUGUST 20, 1965

Operation Cutlass was a search and destroy mission conducted by the 1st Brigade, 101st Airborne Division near Nha Trang in Khanh Hoa Province. In this hypothetical scenario, A US platoon from A Company 1-327 Infantry has been dispatched on the second day of the operation to destroy a weapons cache in a nearby village. Unbeknownst to the Americans, the village is the logistics and resupply point for a local Viet Cong force.

—Doug Miller

ORDER OF BATTLE

AMERICANS (US ARMY)

US Units; set up in hex H7 or any of the immediately surrounding six hexes of Map 1:



- ✖ 2x M-60
- ✖ 1x Medic
- ✖ 3x 2-6-4-5
- ✖ Lt Jenson

Viet Cong (VC)

VC Forces; setup as per SSR1 :



- ✖ 3x 1-4-3-4
- ✖ 1x Sniper
- ✖ Lt. Diem

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 1; hexrow xx1 is the north edge.

SCENARIO LENGTH

Six turns. The American player has the initiative on Turn 1.

VICTORY CONDITIONS

The US wins if it destroys the weapons cache and occupies hexes L3 and M3 by the end of turn 6.



SPECIAL SCENARIO RULES

1. Viet Cong units do not start on the map. Follow Event Marker results for deployment of VC Troops.

EVENT MARKERS

Place Event Marker A (Line of Sight) in hex K4. When an US unit is within LOS of hex K4, read paragraph One.

Place Event Marker B (Occupation) in hex M3. When an US unit occupies hex M3, read paragraph Two.

Place Event Marker D (Occupation) in hex L3. When an US unit occupies hex L3, read paragraph Three.

PARAGRAPHS

**PLEASE DON'T READ AHEAD! STOP!
DO NOT READ THESE PARAGRAPHS UNTIL INSTRUCTED TO BY THE SCENARIO!**

Paragraph One

As the American infantrymen come in sight of the village, voices cry out in alarm. In seconds Viet Cong insurgents begin firing from the village and the surrounding jungle at the advancing Americans! Viet Cong units are now place in any of hexes K4, M3, L3, J5, I5, I3, J3, K2, L2, or M2.

Paragraph Two

When the Americans enter one of the buildings, they find stacks of explosives and weapons, enough to equip at least a company of Viet Cong guerrillas. If an unshaken American unit and Lt. Jensen occupy the hex for one turn, the cache is destroyed.

Paragraph Three

After clearing the building, the American troops find an intact and operating radio set. A voice is speaking urgently in Vietnamese to the now deceased radio operator. On the next turn, NVA reinforcements composed of 2x 2-5-4-5, 2 x RPD and Lt. Van Du arrive on map in hex H1, under control of the Viet Cong player.

A FRIEND IN NEED



SOUTH VIETNAM; MAY, 1969

U.S. Army units moved into the A Shau Valley in the opening moves of what would culminate in Hamburger Hill. Here, two platoons advanced on a small village suspected of harboring a Viet Cong contingent. The VC knew the Americans were in the area, and the Americans knew of the VC, but neither side expected a stand-up battle. Neither side, however, would be correct. —Mark Walker

ORDER OF BATTLE

AMERICANS (US ARMY)

Elements of B Company, 3rd Battalion; enter on Turn 1 via the west edge of Map 1:



- ✖ 6 x 2-6-4
- ✖ 2 x M-60

- ✖ Lt Jenson w/ Bull Skill
- ✖ Medic

Viet Cong (VC)

Elements of the A Shau Valley Defense Force; set up first anywhere east of 1H8 - 1G3 - 1H1 Road:



- ✖ 3 x 1-4-3
- ✖ 1 x RPD

- ✖ Lt Diem w/ Charismatic Skill
- ✖ Sniper (as per 11.4)

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

SCENARIO ESSENTIALS



PLAYABLE AREA

Use Map 1; hexrow xx1 is the north edge.

SCENARIO LENGTH

Eight turns. The American player has the initiative on Turn 1.

VICTORY CONDITIONS

The side with the most Victory Points (VPs) at the end of the scenario wins. VPs are earned as follows:

- Both sides receive 1 VP for each Wooden (LC) Building or Bamboo Huts hex controlled (22.1) at the end of the scenario.
 - The Viet Cong receive 2 VPs for each American Squad or SMC eliminated.
 - The Americans receive 1 VP for every VC/NVA Squad or SMC eliminated.

At the start of the scenario, the Viet Cong control all hexes in which they could set up. Squads reduced to Half-squads are worth half the VPs earned for eliminating a Squad.

EVENT MARKERS

Place Event Marker A (Line of Sight) on hex 1G1. American activation only. When activated, remove Event Marker A and read Paragraph One.

Place Event Marker B (Occupation) on hex 1F3. American activation only. When activated, remove Event Marker B and read Paragraph Four.

Place Event Marker D (Occupation) on hex 1F6. American activation only. When activated, remove Event Marker D and read Paragraph Four.

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

PARAGRAPHS

**PLEASE DON'T READ AHEAD! STOP!
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Paragraph One

One non-Medic unit of the American player's choice who can trace a LOS to Event Marker A must take a Morale Check (MC) with no modifiers. If the unit passes, read Paragraph Two. If the unit fails, read Paragraph Three. Failing the MC does NOT Shake the unit.

Paragraph Two

A clink of metal draws one of your soldier's attention to a cluster of Huts adjacent to a nearby Road. NVA! He fires a burst at the approaching NVA and they hit the dirt. Place Lt. Van Du, 1 x 2-5-4, and 1 x RPD under a Moved marker in hex 1G1. Place 1 x 2-5-4 under a Moved marker in hex 1H1. The American units that triggered Event A can move no farther; their impulse is over.

Paragraph Three

Lt. Van Du spotted the inattentive Americans as his decimated platoon drew abreast of the Huts. "Quickly, quickly, bring up the RPD," he whispered as he gestured for his platoon to deploy. Place Lt. Van Du, 1 x 2-5-4, and 1 x RPD under an Assault Move marker in hex 1G1. Place 1 x 2-5-4 under an Assault Move marker in hex 1H1. The American unit(s) that triggered Event A can move no farther, its/their impulse is over. The NVA can still activate to fire in a subsequent VC/NVA impulse, as delineated under Assault Movement (6.1).

Paragraph Four

"White Rook, this is Castle. Over." The PRC-77, which had been on the blink all morning, suddenly hisses into life. "Gimme that," you snarl as you snatch the handset from the radioman. Holding the black handset to your ear you begin. "I have a fire mission, grid coordinates . . ." Remove Event Markers B and D.

You have one Fire Mission. Only the Leader (if alive) can call-in the Mission. Here's how: The Leader uses an impulse to place the Spotting Round marker on any hex within his LOS. After placing the marker, roll 2d6: divide the number on the white die by two and round any resulting fractions up; this is how far, if at all, the Spotting Round impacts from the desired hex. The colored die is the direction the round drifts. One is north, two is northeast, etc. Place the Spotting Round marker in the hex delineated by the drift die-roll. The American Leader can now shift the marker one hex in any direction. After it is shifted, replace the Spotting Round marker with the Fire for Effect (FFE) marker. The FFE marker immediately attacks all units in the impact hex and the six hexes adjacent to it with Firepower of 5. Units attacked receive normal defensive TMs. The FFE marker remains on the hex until the next Admin Phase. Any unit that enters the hex, or one of the six adjacent hexes, is attacked with the aforementioned.

If the American Leader is dead, any Squad can be designated to call-in the Artillery Mission. The procedure is the same, but that Squad cannot shift the placement of the Spotting Round.

LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

MODERN ERA SKILLS



BULL

This person has an extremely tough constitution. He can be wounded twice before dying. For Leaders, mark each wound with a Wounded marker; for a Hero, use a Wounded marker for its second wound. Wound penalties are not cumulative. A third wound kills the SMC.



CHARISMATIC

This Leader's men revere him. This Leader cannot only rally units in his own hex but in adjacent hexes as well.

SQUAD



RANGE
FIREPOWER

HALF SQUAD



MOVEMENT FACTOR
(Red Square Indicates Assault Movement Capable)

SNIPER



SELF RALLY
MORALE

LEADER



LEADERSHIP
MOVEMENT FACTOR

SUPPORT WEAPON



RANGE
FIREPOWER

Credits

EXECUTIVE PRODUCER

David Heath

ASSOCIATE PRODUCER

Jeff Lewis

MANUAL AUTHOR & EDITOR

Jeff Lewis

COUNTER ART

David Julien

MAP ART

Marc von Martial

GAME REFERENCE TABLES

Steve Pultorak

LEAD SYSTEM DEVELOPER

Jeff Lewis

WHY WE DO WHAT WE DO

We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions, and our family, friends and, of course, our customers.

ASSOCIATE EDITORS

Ralph Ferrari, Stéphane
Tanguay

GRAPHIC DESIGN AND LAYOUT

Blackwell Hird, Christia
Murray

ADMINISTRATION

Ava Marie Heath

CUSTOMER SUPPORT

Jason Church

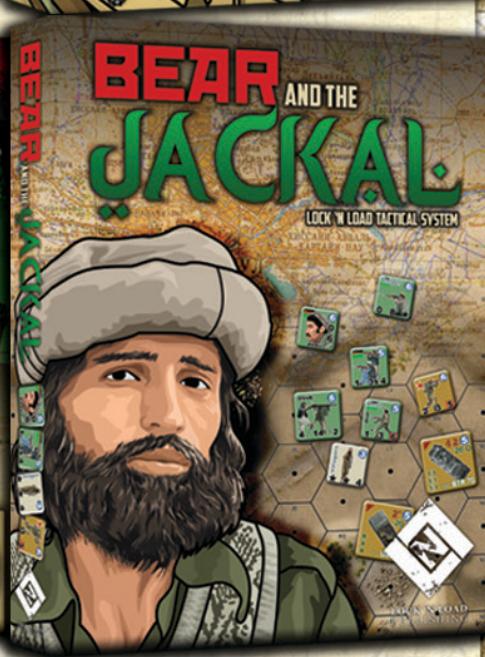
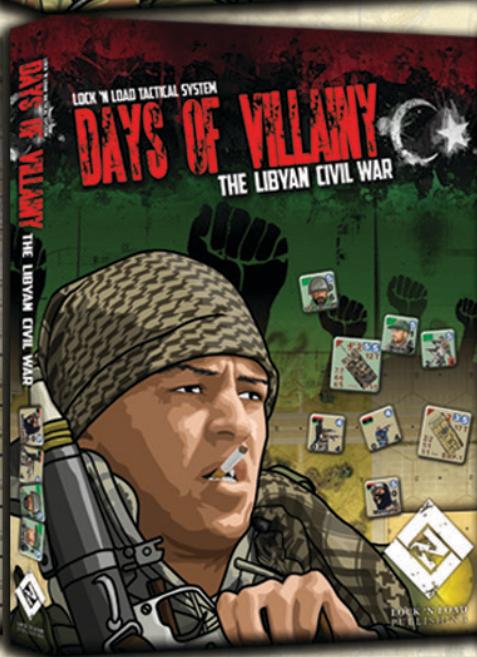
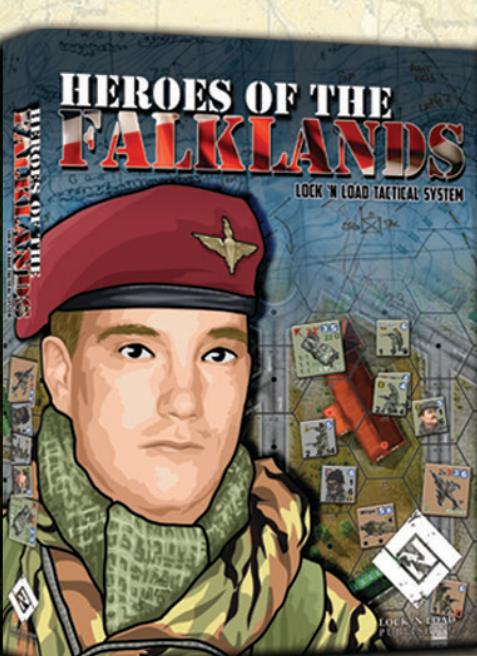
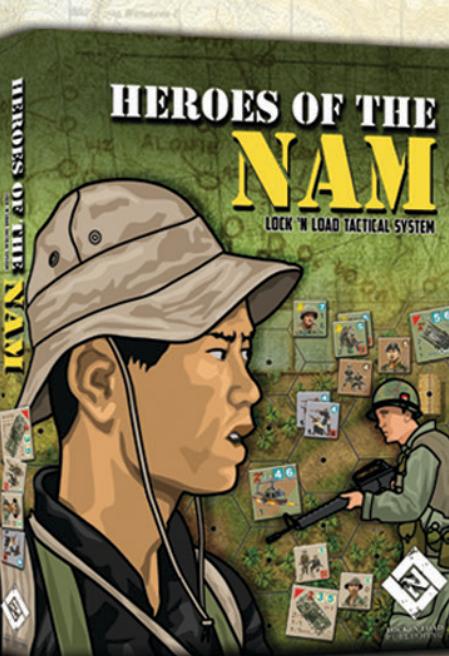
LOGISTIC MANAGER

Darren White

RULE REFERENCE TABLES

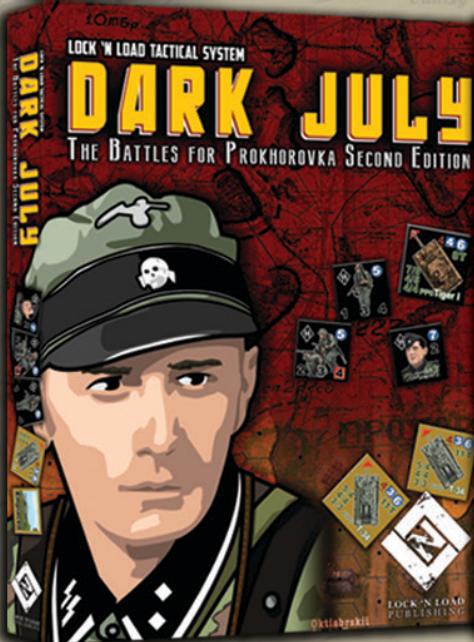
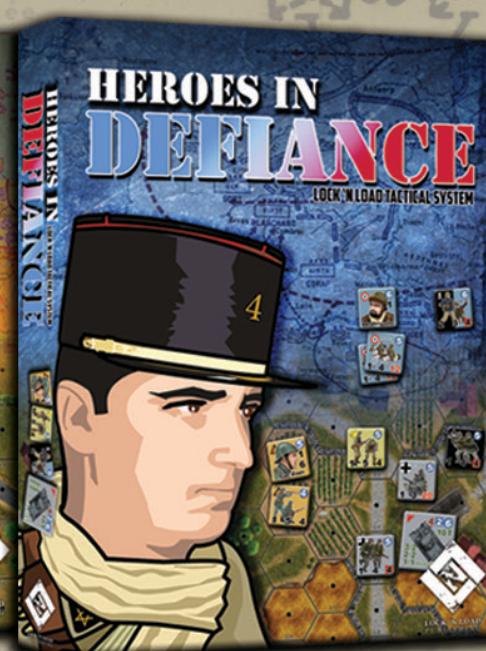
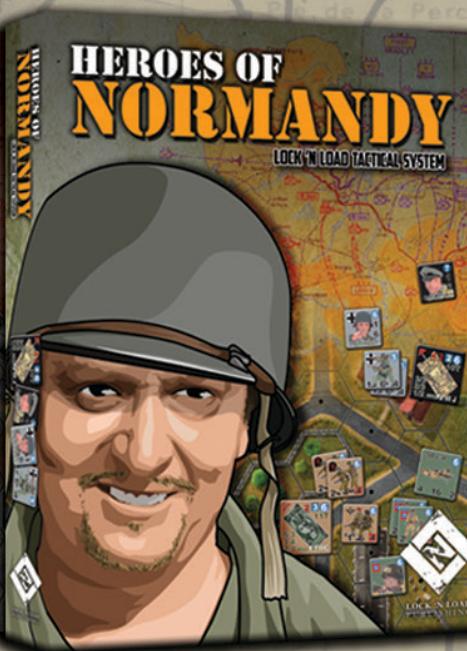
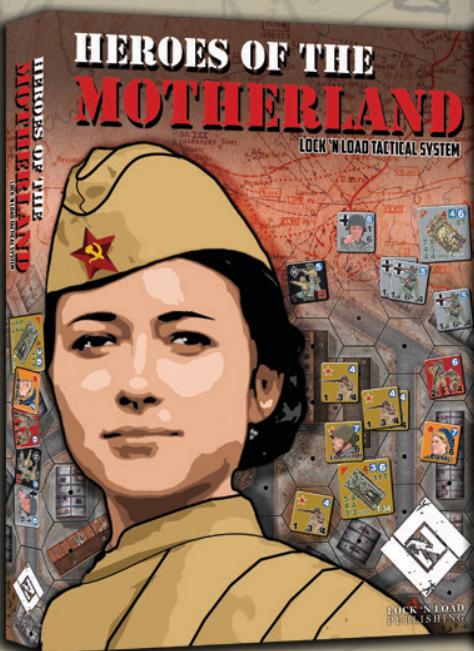
Steve Dennis

LOCK 'N LOAD TACTICAL MODERN ERA READY TO DEPLOY:



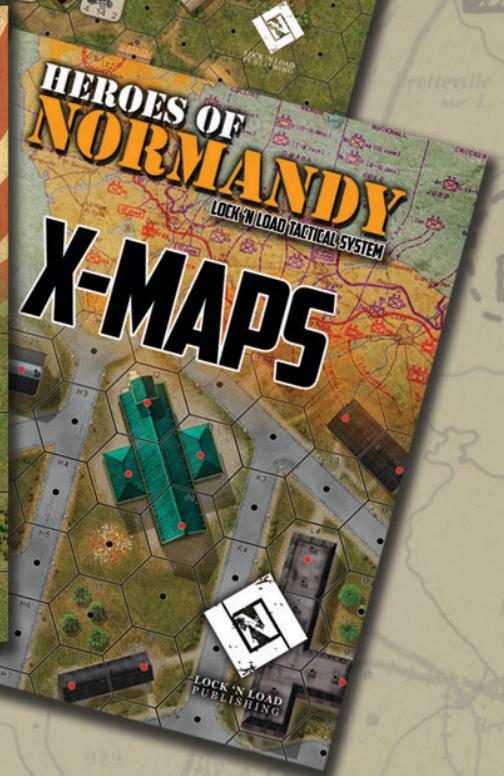
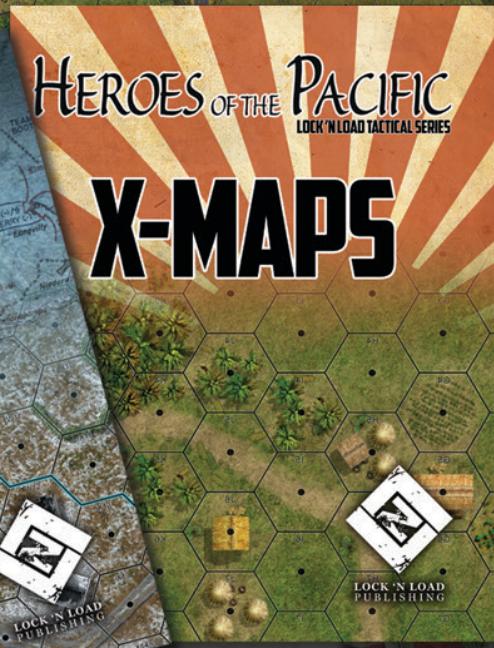
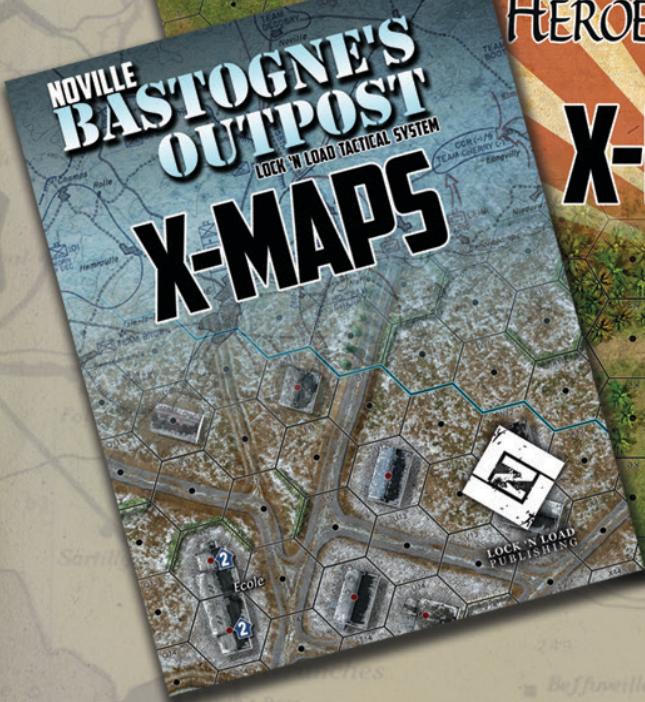
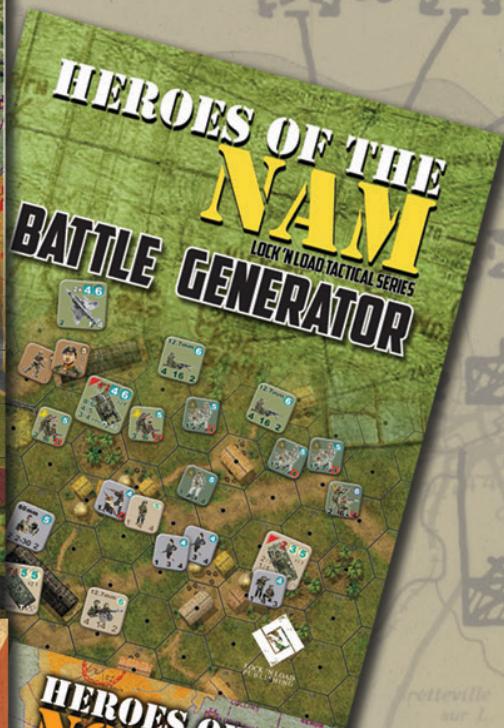
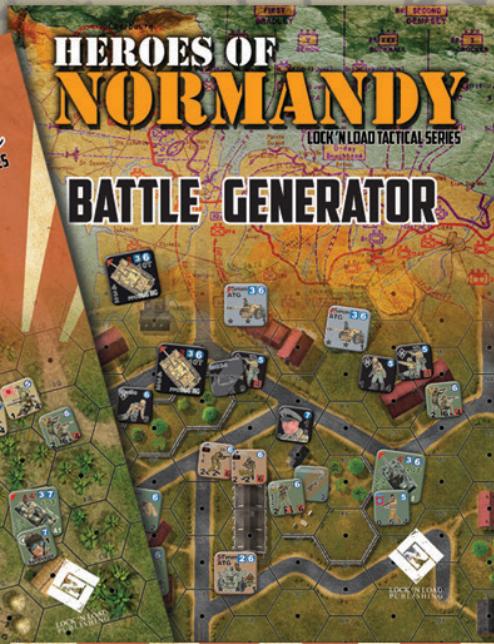
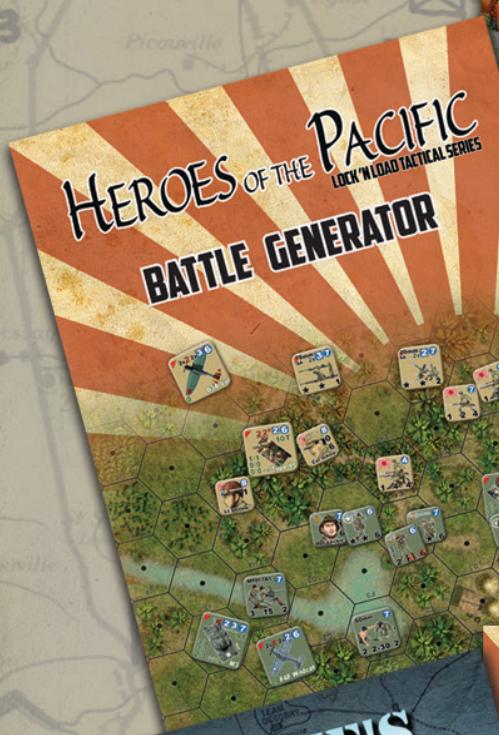
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LOCK 'N LOAD TACTICAL WW2 ERA READY TO DEPLOY:



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LOCK 'N LOAD TACTICAL EXPANSIONS READY TO DEPLOY:



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OUTLINE OF PLAY (2.0)

RALLY PHASE (3.0)

- Roll 1d6 for Initiative
- Rally / Heal eligible units; combine Half-squads in to Squads
- Good Order MMCs / SMCs pick up Support Weapons

OPERATIONS PHASE (4.0)

- Alternate impulses to move, fire or conduct other operations
- Phase ends after three consecutive passes

ADMINISTRATIVE PHASE (9.0)

- Remove Admin markers (including Spotted markers)
- Flip or remove Smoke (7.0), remove Starshell markers (20.2)
 - Remove FFE markers (18.1, 18.2)

SPOTTING (10.1)

- 1d6 of 2 or less in blocking terrain
- 1d6 of 3 or less in degrading terrain
 - Subtract Leadership Modifier (LM)
 - +1 for each degrading hex LOS passes through
- Optional: -1 if vehicle is target

MELEE (8.0)

Atk: IFP + eligible SWs vs. Def: IFP + eligible SWs

- Roll 2d6, add LM, resolve, but before casualties are removed, defender counterattacks
- Hero shifts odds 1 column right when attacking

DIRECT FIRE COMBAT (5.0)

1. Atk: FP + 1d6 + DFT DRMs
2. Def: 1d6 + Terrain Modifiers (TMs)
3. Damage Check (DC) Resolution:
 - Add difference between Atk and Def modified die-rolls to 1d6
 - versus the defender's Morale (DRM: - LM in hex)

ORDNANCE (14.0)

Must 'hit' to do damage (see Ordnance Chart on back of unit)

CLOSE ASSAULTING VEHICLES (17.1)

Each unit must pass a Morale Check (1.5)

- MMC / Hero adds 1d6 + FP + HE (SW) + LM
- Vehicle adds 1d6 + lowest armor factor

If Attack die-roll > vehicle/Def die-roll, the vehicle is destroyed!

OVERRUN (15.3)

In Clear (or other non-water, open terrain), Brush, Low Crops or other pertinent module-specific terrain. Costs the vehicle +4 MPs to enter Overrun hex

- Vehicle rolls 1d6 + 2 + HE + MGs + Armor LM; MGs with an asterisk* can only be added if the vehicle is open; defender rolls 1d6
- If vehicle's modified die-roll > defender/target's modified die-roll:
 - All defenders must take a DC



Int Demo Sheet 01 of 01 Front



Int Demo Sheet 01 of 01 Back









